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OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

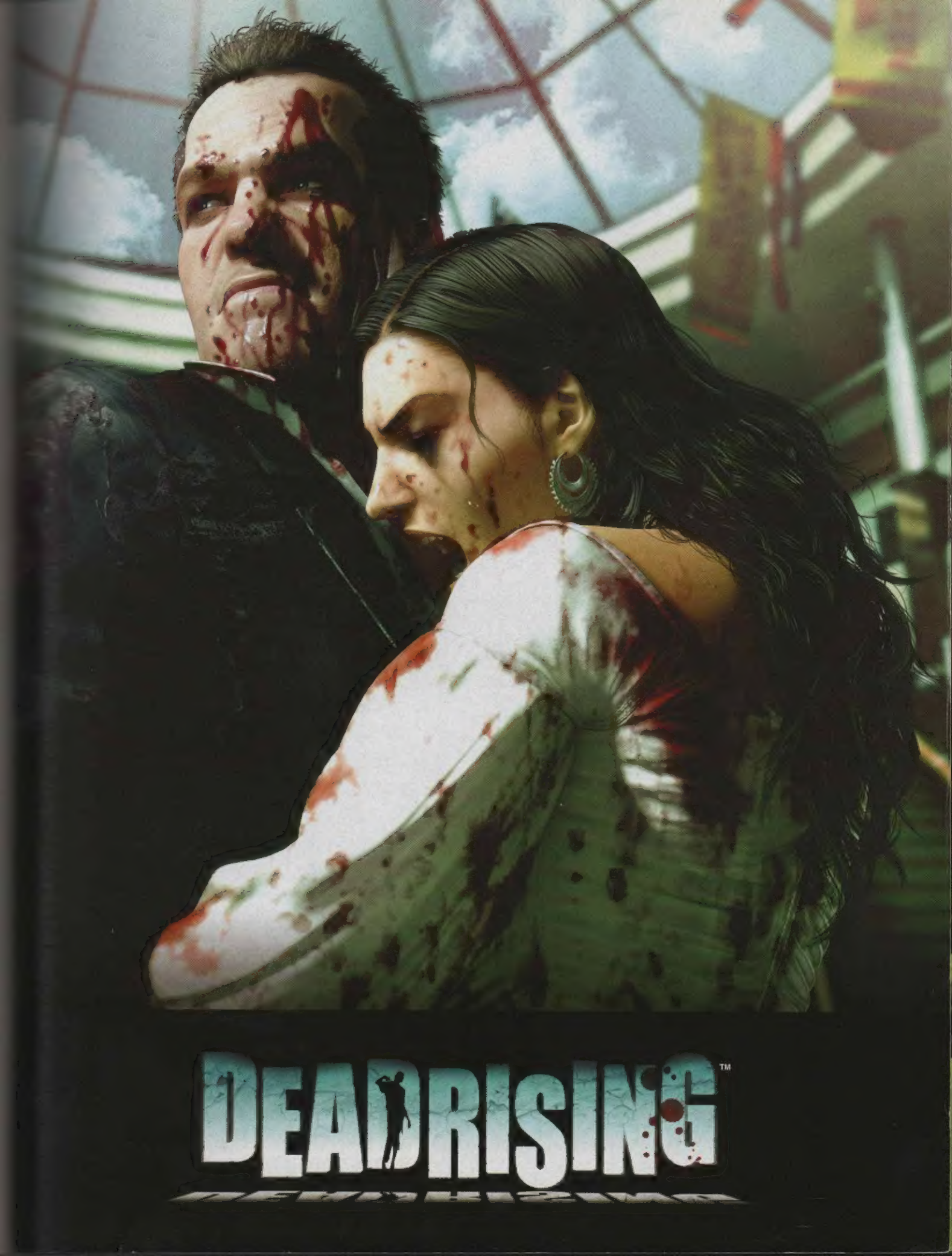
DEAD RISING™

COVERS MICROSOFT XBOX 360®

BASED ON A GAME RATED BY THE ESRB
MATURE 17+
M

CAPCOM®

Written by Greg Off


DEAD RISING™

INTRODUCTION

As a typical, average, everyday guy, I hate shopping. Can't stand it. At the mere mention of going to the mall, I break out in hives and usually come up with any excuse to get out of going. However, I love spending time at the Willamette Mall. I've never had this much fun browsing through stores, hanging out at the food court, checking out all the different items available on display, and of course, killing zombies. Lots and lots of zombies.

As a strategy guide author, part of the job requirement is to get familiar with a game. We're talking intimately familiar—as in playing it through, back-to-back-to-back, at least three or four times, if not many more. By the end of the grueling cycle, even the best games tend to become an exercise in tedium. With *Dead Rising*, I've experienced the completely opposite effect. This game is so good, so amazing, so incredible, and so awesome that I will continue to play, explore and enjoy all it has to offer for quite a while. I hope you catch my enthusiasm throughout the text of this guide and also find as much fun and enjoyment as I had from playing it. Thank you Capcom.

On a quick side note. The walkthrough portion of this strategy guide was written as a perfect play-through. In other words, it takes you, the player, through the game rescuing every Survivor, beating every boss, and getting the best ending possible within the strict enforced time limit. The parameters for doing so are extremely difficult and, to be quite honest, almost impossible the first play through. Don't sweat it if one of your Survivors dies, you miss a Scoop because you couldn't get to it quick enough, you are knocked out and lose precious time, etc. The more times you play the game, the stronger, faster and more adept your character, Frank West becomes.

Thanks to all of the readers who hopefully enjoy the book. I'd also like to throw a quick shout out to my beloved girlfriend Kimberly, who continues to surprise me with her patience, especially when I don't see her for weeks on end while working on a project. Just as important, the fine folks at BradyGames/Pearson Education—good people through and through with whom I wouldn't mind being stuck at a mall.

—Greg Off

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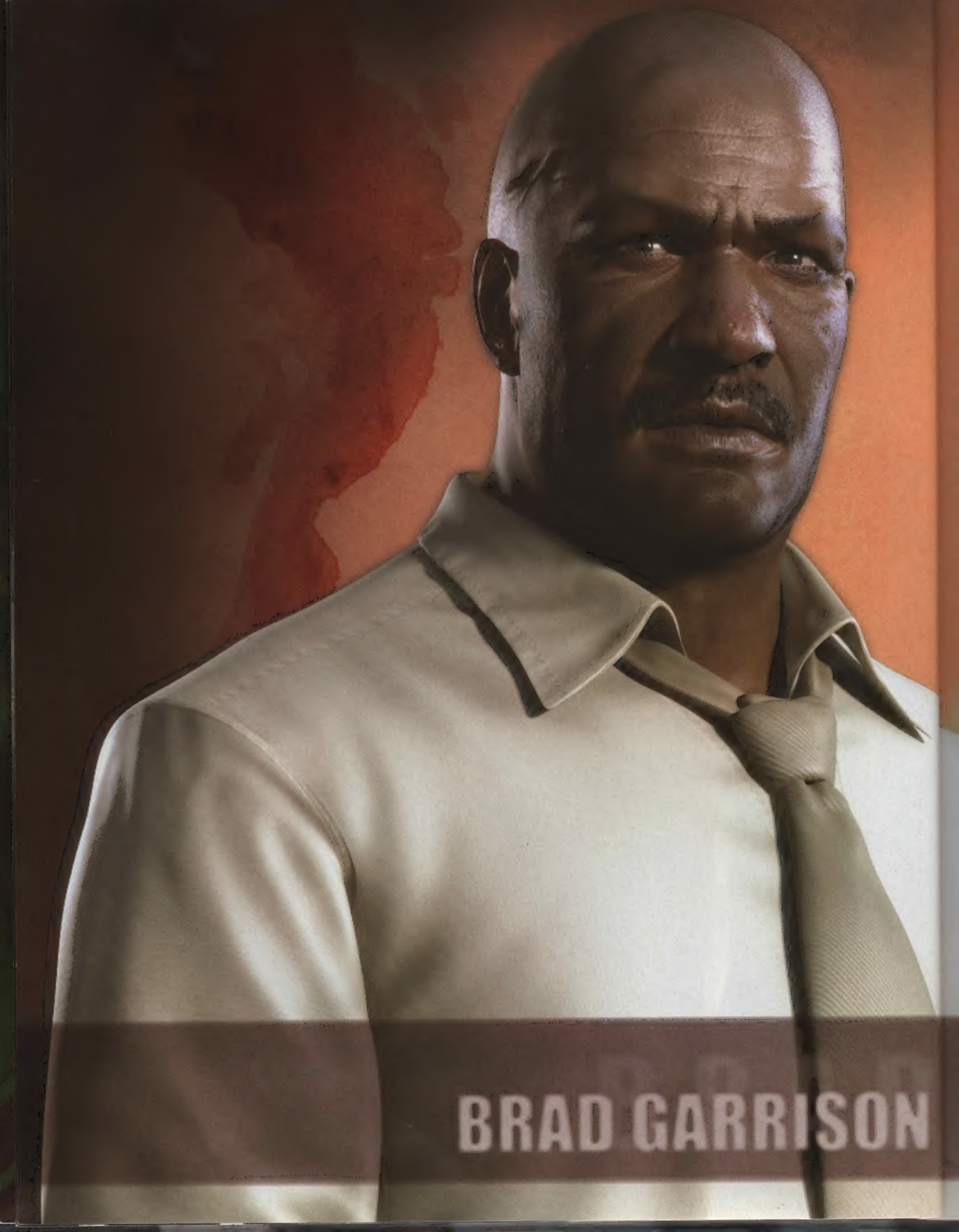
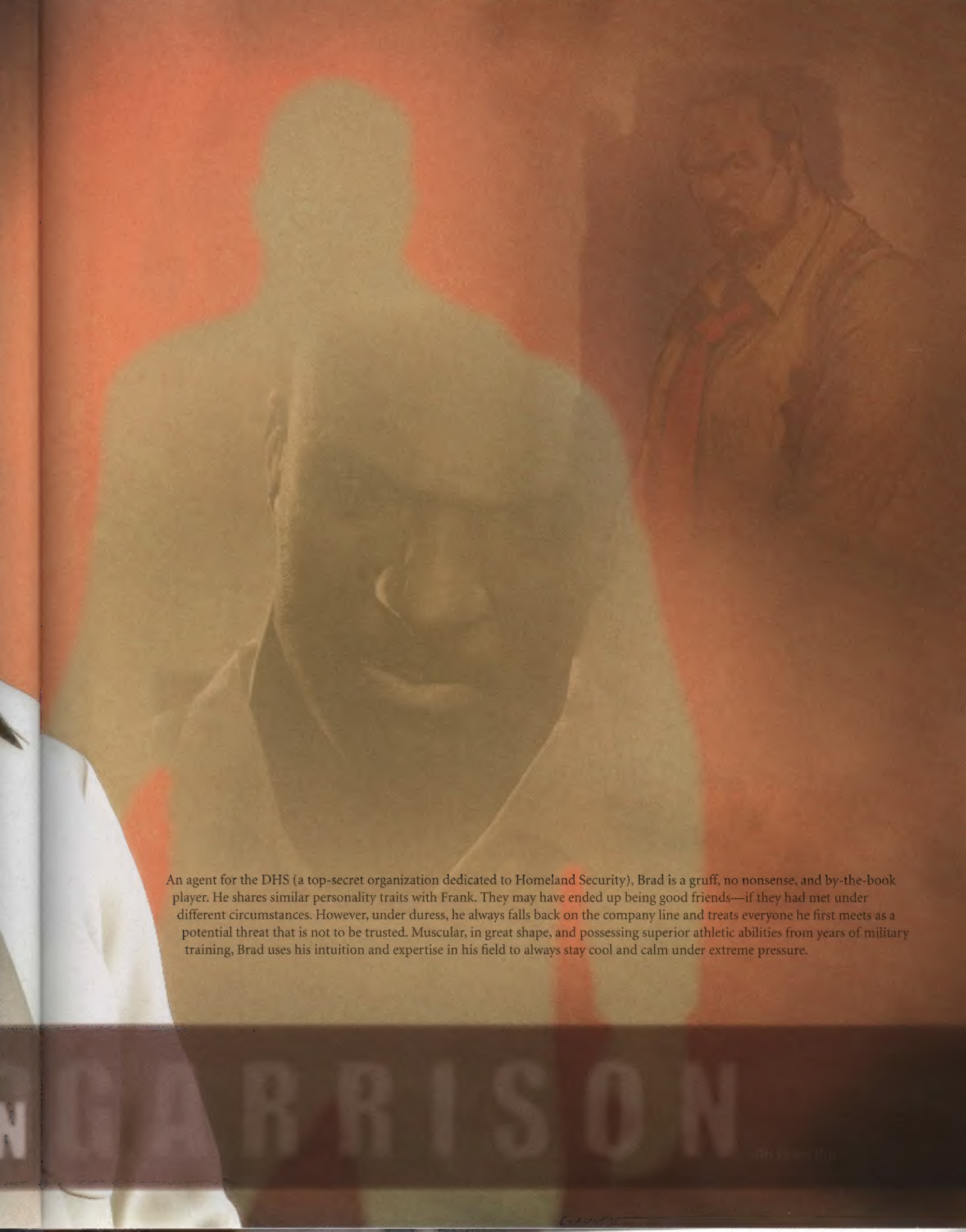
FRANK WEST

Frank is a relatively well-known freelance photojournalist who has covered many world events, wars, and other big stories. Lately, however, his career has begun to fizzle out. Looking for the next big scoop, he stumbles on to some strange events happening in the small town of Willamette, Colorado. His personality is such that he would rather visit dangerous places to satisfy his desire for adventure than out of any sense of journalistic curiosity. A loose cannon who doesn't like working for, or with, others, Frank's research style, articles and photos are all unregulated and sold to the highest bidder. While he's not the most polished and professional person in his field, he is strong, genuinely kind and decent, and always operates on instinct. However, this time, his instincts could have gotten him in to trouble that he can't escape.


BRAD GARRISON



An agent for the DHS (a top-secret organization dedicated to Homeland Security), Brad is a gruff, no nonsense, and by-the-book player. He shares similar personality traits with Frank. They may have ended up being good friends—if they had met under different circumstances. However, under duress, he always falls back on the company line and treats everyone he first meets as a potential threat that is not to be trusted. Muscular, in great shape, and possessing superior athletic abilities from years of military training, Brad uses his intuition and expertise in his field to always stay cool and calm under extreme pressure.

Jessica (or Jessie as her family and co-workers call her), is a strong woman who also works for the DHS. As Brad's subordinate, her expertise is in computers and electronics, rather than fieldwork and combat. An introvert in the classic sense, Jessica likes to keep to herself and buries herself in her work and computers, spending more time concentrating on cases than personal relationships. She's extremely "book-smart" and knows her stuff, but her lack of social skills can get her in trouble from time-to-time. As second-in-command for the Willamette incident, this is her chance to prove herself to her superiors back at HQ.

JESSICA McCARNEY

Professor Barnaby is a brilliant but [illegible] the U.S. government to come up with [illegible] produce cattle for human consumption. [illegible] ego seems to always get the best of him. [illegible] during his previous government work. [illegible] Quickly covered up by the military [illegible] few as the "Santa Cabeza Incident."

RUSSEL BARNABY

CARLITO KEYES

Of Spanish descent, Carlito is one of the few survivors of the Santa Cabeza Incident. Knowing the truth behind what happened to his family and fellow villagers, Carlito has taken it upon himself to reveal the government cover up and expose to the rest of the world to the terrible results. His hatred spurns on acts of terrorism, which are carried out to reveal the truth. His will, desire and strength are to be reckoned with. As the events in the mall unfold, it becomes clear that Carlito is a deranged individual who must be stopped before the zombie epidemic spreads throughout the entire country.

ISABELA KEYES

OTIS WASHINGTON

Otis has been working at the Willamette Mall since it first opened in the early '80s. Happy to be the Janitor and head of Maintenance, the mall is his second home, and he knows its massive floor plan like the back of his hand. Spending a lot of time in the mall's Security Room, Otis is an expert at manipulating its complex camera system, monitoring the security cameras and watching the goings on of the shoppers during his periodic breaks. As such, when the zombie outbreak occurs, he becomes a huge asset to Frank, constantly feeding him with new information via a Transceiver on potential Survivors and other strange happenings. Helpful, friendly and world weary, Otis' only source of relaxation outside the mall is his amateur pilot's license.

THE BASICS

[illegible] infested with zombies and other [illegible] to survive and get the story of your life back [illegible] to take you to safety. This guide was [illegible] information needed to accomplish this monumental task. Keep it with you as you guide Frank through his own version of "Retail Hell," and you just might live another day...

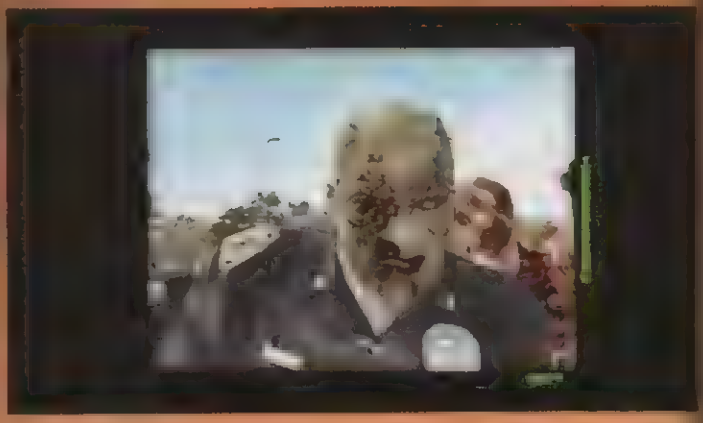
CONTROLS

Frank's Basic Controls

In order to survive the [illegible] Willamette Mall, Frank is going to [illegible] with fists (and anything else he can get his hands on). Before wading in to this [illegible] moments to come to grips with Frank's controls.

Frank's Camera Controls

As a photojournalist, Frank carries his trusty digital camera at his side. It is always ready to snap a picture in an instant. To enter into the Camera View Mode, pull and hold the RT. Once the camera's viewfinder is active, you can aim and focus on your targets with the right Thumbstick. Press [illegible] and A to zoom in and out and X to snap a picture. To exit the Camera View Mode, just release the RT.



Make Your Move

You can still move Frank around when in the Camera View Mode by pressing on the left Thumbstick. However, he moves at a much slower speed than usual and becomes vulnerable to attacks from the sides and behind due to the restricted visibility of the camera's viewfinder.

XBOX 360 CONTROL SETUP

*(press down for Camera Reset)

**(hold down X to perform a secondary action with certain weapons and items)

GAME BASICS

Frank's Aiming Controls

In addition to the standard third-person view, Frank can enter into an over-the-shoulder first person Aim View Mode. When in this mode, Frank can throw a weapon at a target, fire an equipped firearm, and set Goal Markers to help escort Survivors to safety. Pull and hold the LT to enter into the Aim View Mode. Once in the Aim View Mode, you can aim the on-screen targeting circle with the left Thumbstick. Press X to fire or throw a weapon or item. To set a Goal Marker, aim the targeting circle to the place you'd like your Survivor to go to and press Y. Simply release the right Thumbstick to exit this mode. Frank can't move while in the Aim View Mode.

Attacking & Using Weapons

Pretty much anything that Frank can find inside the mall can be used as a weapon. From planters to golf clubs, lawnmowers to CDs, if it's not nailed down or edible, it can be used to bring hurt to zombies and humans alike. Frank can hold multiple weapons in his Item Slots, with the equipped weapon or item in his Item Window. You can cycle through the weapons and items he's holding by pressing the LB and RB Bumpers. Press X to attack. Some weapons have an alternate attack, which can be performed by holding down X.

GAME MODES

Dead Rising offers a few different Game Modes, but many must first be unlocked before you can play them.

72 Hour Mode

This is the meat and potatoes of the game. This is the only Game Mode available when first playing through *Dead Rising*. In this mode, Frank has 72 game hours to survive his stay at the zombie infested mall, learn the story behind the incident, and get as many Scoops as he can.

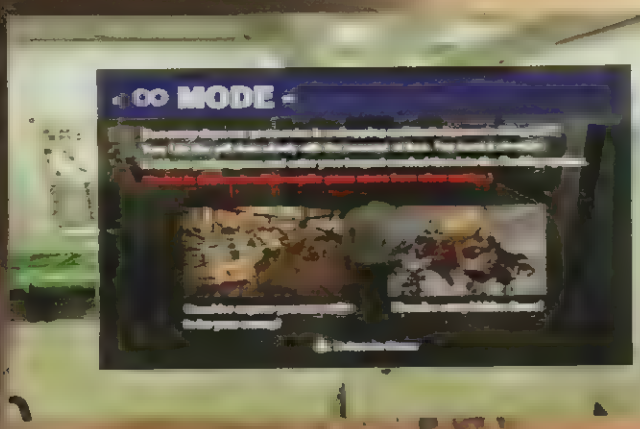
Save and Survive

As Frank progresses through his hellish adventure and earns Prestige Points for successfully saving Survivors, he levels up and becomes stronger. If you save your progress and then quit the game anytime (or beat the game and start a new one), Frank retains the levels and PP earned. Then, should you restart a new game, you'll be a new

Overtime Mode

∞ Mode

Overtime Modes have been completed and
depletes with the passage of time and the
items and weapons are randomly placed
no option to save your progress.



THE GAME SCREEN

1. **Life Bar:** Located in the top left corner of the screen, this bar shows Frank's amount of remaining health.
2. **Guide Arrow:** Located at the top center of the screen, you can see a Guide Arrow to help lead the way to Frank's next important destination.
3. **Item Window:** Located in the top right corner of the screen, the Item Window displays Frank's currently equipped weapon, as well as the items and weapons Frank is holding in his Item Slots.

Attribute Overload

As Frank levels up through the game, both his health and item capacity increases, allowing him to stay alive longer and hold more items.

4. **PP Gauge:** The PP Gauge (short for "Prestige Points") is located just underneath Frank's Life Bar and displays the amount of PP Frank currently has. As he gains more PP, the gauge fills. When it fills completely, his level increases by one.
5. **Level:** Located just to the right of the PP Gauge, this displays Frank's current level. When he starts the game, he is at Level 1. It is possible to level up to a maximum of Level 50.
6. **Zombie Kill Count:** This information, which is located in the bottom right corner of the screen, displays how many zombies Frank has killed during his stay at the Willamette Mall.
7. **Juice Power:** This information, which is displayed just above the Zombie Kill Count, shows the status effect of a mixed juice drink item.
8. **Scoop Cue:** This indicates how long you have left to complete the CASE/Scoop. Refer to the *CASE* section later in the guide.

PRESTIGE POINTS

P (Prestige Points) are points you earn by killing zombies, fulfilling Scoops, completing CASES, snapping pictures, and a variety of other tasks. Every time Frank's PP Gauge fills up, his level increases by one and he becomes stronger. Different categories, such as Attack, Speed, Life, Item Stock and Throw Distance can be enhanced. In addition, Frank can also learn new skills. For more information, see the *Skill List* at the end of this chapter.

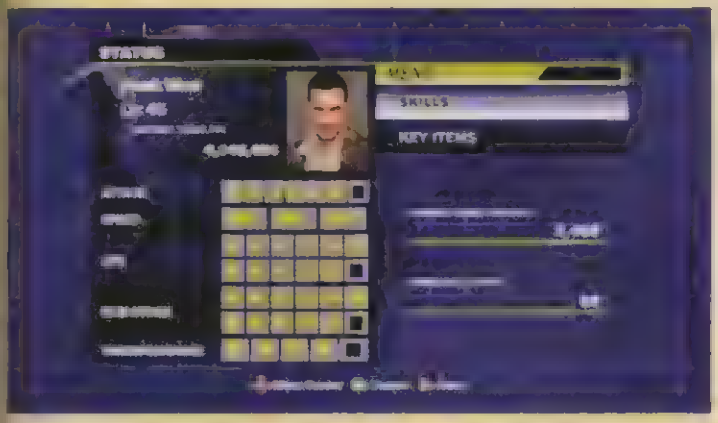
Attack: Frank's attack strength. The stronger he is, the faster he can kill zombies.

Speed: Frank's running speed.

Life: The amount of blocks Frank has in his Life Bar. The more blocks Frank has, the more damage he can take before dying.

Item Stock: The number of item slots Frank has for holding weapons and items. The more slots he has, the more he can hold!

Throw Distance: As Frank levels up, he can throw items farther.



What's My Status?

If you want to check Frank's current level and status, pause the game by pressing ⊕ and then select STATUS from the Pause Menu.

ACTION ICONS

As Frank becomes familiar with his dangerous environment, he will find he can interact with a number of different items and objects. Whenever you see an icon appear over an item or object, press Ⓑ to interact with it.

Attack Icon: These are items that can be used as weapons.

Recovery Icon: These are Food Items that can be ingested to restore Frank's health.

Book Icon: These are Books that, when held in Frank's inventory, give him enhanced skills and abilities.

Key Icon: These are specific Keys that Frank can find to access locked areas.

Investigate Icon: This icon lets you know that you can interact with a object or the environment.

Save Icon: This icon indicates a save spot where you can save your game progress.

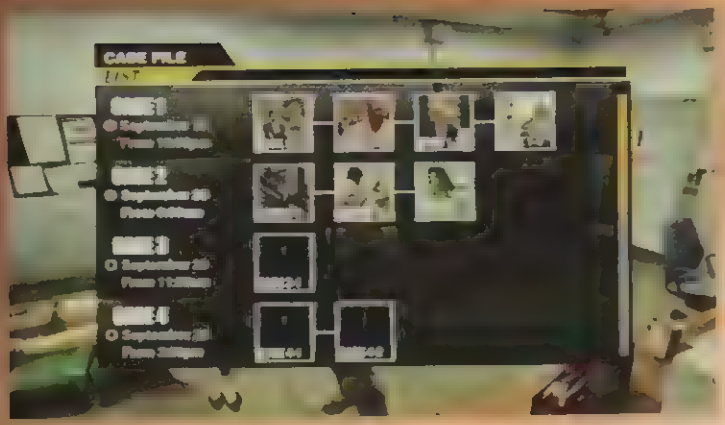
Open/Close Door Icon: This icon indicates that Frank can open and close a door.

Change Clothes: Items indicated with this icon are wearable and you should take advantage of this by giving Frank the apparel that you find most appealing.

Close the Door!

The zombies in the mall are persistent bunch, but they're not all that bright. If you enter an area where you can close the door, they won't be able to open it. This is a good tactic to use when you want to [illegible] Heather or talk to a Survivor without the risk of getting attacked.

CASES



CASES are the series of events that lead Frank to the truth behind the zombie outbreak in Willamette. When Frank stumbles onto a CASE, the CASE File Screen appears. The CASE Panels inside the CASE File Screen give out important information, such as if the CASE is pending or engaged, if it's been solved, or if it's expired. You can access the CASE File Screen at any time by pressing ⓑ and then selecting CASE File from the menu.

Pending CASE: When a CASE is pending, its panel is black, denoting that conditions to initiate the CASE have not been met. When a case is initiated, it alters to an Engaged CASE.

Engaged CASE: When a CASE is engaged, its panel will display the word "ENGAGED." Completing and solving a case typically requires Frank to arrive at a specific location within a certain time allotment, defeating a target, or learning information. Once an Engaged CASE is completed, it becomes a Closed CASE.

Closed CASE: The panel for a Closed CASE displays an image from the final cut-scene ending that part of the game's storyline. If Frank manages to meet the conditions to start another CASE, the next Pending CASE will be activated.

Expired CASE: This is bad. If Frank fails to solve a case, he forever loses the trail of evidence leading to the truth behind the incident at the mall and any other following CASES will no longer be active. Even if this happens, Frank can still play out the rest of his stay, but certain events revolving around the story of the game, and the true ending, won't be revealed.

The Scoop Cue

Solving CASES is dependant on many factors, but the one factor you need to be especially cautious of is time. When a CASE is engaged, a colored gauge appears on the top right corner of the game screen. The color of the gauge denotes how much time Frank has to solve the CASE before it expires and he loses his chance.

BLUE - Over 6 hours left.
YELLOW - Under 6 hours left.
RED - Under 3 hours left.
NO COLOR - Unlimited time.

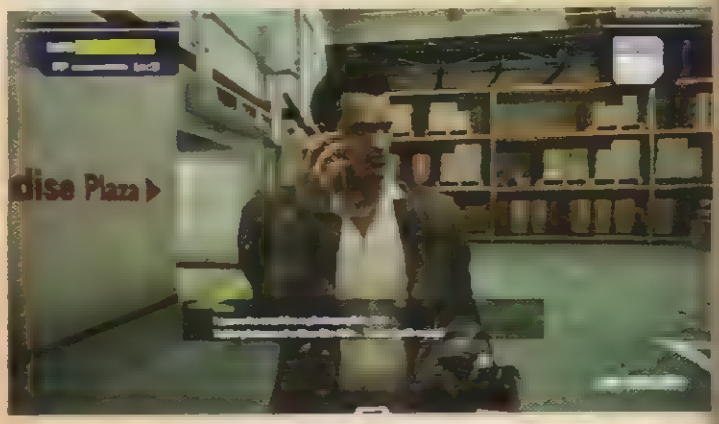
Keep an eye on the Scoop Cue and always make it your top priority, especially when it drops down into the red category.

THE WRISTWATCH

Since Frank has just 72 hours to make it out of the mall alive, knowing what time it is anytime during his stay is very important. You can check the time by pressing left on the directional pad, which pulls up Frank's trusty wristwatch. In addition to checking the time, you can also view important information, such as the time left for CASE and Scoop Cues, and details for a selected CASE or Scoop and set a Guide Arrow for your next destination by selecting the CASE or Scoop cue you want to seek out and then pressing Ⓐ.

SCOOPS

Not long after Frank arrives at the mall, he receives a Transceiver that allows him to get Scoop Cues from one of the mall's janitors. A Scoop Cue is a list of information detailing events and whereabouts of other Survivors. Some Scoops may lead to new information about CASES, as well. As with CASES, Scoops are time based. A time gauge appears along the right side of the screen when a Scoop is uncovered.



SETTING GUIDE ARROWS

Setting a Guide Arrow allows you to quickly navigate Frank to a CASE or Scoop location. Once set, the Guide Arrow appears in the top center of the game screen and Frank can follow it to his preset destination. To set a Guide Arrow either press left on the directional pad to pull up the Watch Screen, choose the CASE or Cue you want t follow with the left Thumbstick, and then press Ⓐ, or press ⓑ to pull u the Map, press Ⓧ to activate the Guide Arrow, highlight a CASE or C with the left Thumbstick, and then press Ⓐ to set it.

THE CAMERA

As a photojournalist, snapping pictures is Frank's number one job. In order for him to earn tons of PP and progress through the game, you will need to become really good at it. You can take pictures at any time during the game by holding down R1 to enter into the Camera View Mode and pressing ⊗. Once in the Camera View Mode, you can also zoom in and out by pressing L1 and L2.

1. **Target Marker:** This circle appears on-screen to show subjects that net PP when photographed. The larger the Target Marker, the more PP Frank earns.
2. **PP Sensor:** When a PP Icon appears on screen, you will be alerted to its state by a PP Sensor located along the bottom of the viewfinder. The % number denotes Frank's proximity to a PP Icon. If the PP Sensor is green, this means that you'll take a picture netting in PP. If the PP Sensor is white, this means that taking a picture will gain the maximum PP.

3. **Battery Indicator:** Taking pictures uses Battery energy. Once Frank's camera Battery runs out, he can no longer take any pictures.

Processing Gauge: Frank's camera has to charge between shots. Initially, there's a 3-second charge time, but that charge time increases if you continually take shots. If you wait a bit and then take more shots, it reverts to the 3-second charge time.

Recharge Your Batteries

Frank can get a fully charged Battery for his camera at any of the Camera Stores located throughout the mall.

Snapping Good Shots

Prestige Points are awarded based on the action happening in the shot. There are a variety of genres that deliver maximum Prestige Points. These include Brutality (carnage), Horror (lots of zombies), Drama (the human element), Outtake (humorous moments) and Erotica (sexual stimulation). To get more points, try snapping a picture at the moment an event in one of these genres is taking place.

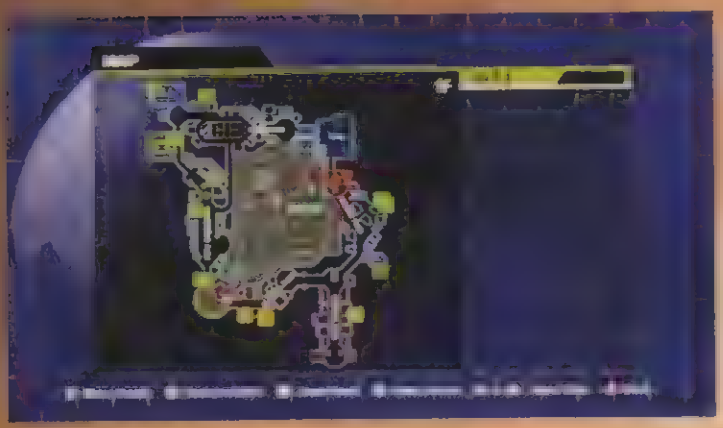
Photo Op Markers

During the game, Photo Op Markers appear on certain occasions. When they appear, you have very little time to take the shot, but doing so correctly earns Frank tons of extra PP. Keep an eye out for these situations (which typically arise when aiding a Survivor) and be ready at all times to whip out the camera and snap a shot!

PP Stickers

PP Stickers can be found throughout the mall and reward Frank with PP when photographed. Use the camera's PP Sensor as a guide to locate them and adjust the zoom to get the best possible shot.

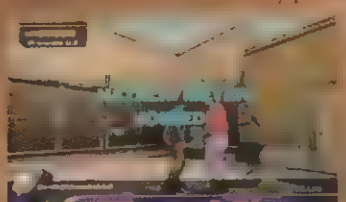
THE MALL MAP



The Map is a handy tool to help guide Frank through the massive Willamette Mall. You can pull up the Map by either pressing ⓫ to pause the game then selecting the Map option from the Pause Menu, or by pressing ⓫. With the Map pulled up, you can move the cursor over any store to get its location and description using the left Thumbstick, zoom in and out with the right Thumbstick (or Ⓐ and Ⓨ), cycle through the mall's upper and lower levels by pressing LB and RB, and set Guide Arrows when a CASE or Scoop is active. The Map also displays key areas, such as save points, elevators, maintenance exits and the garage.

ESCORTING SURVIVORS

When Frank encounters a Survivor, he can have them join him and follow him back to a Security Room inside the mall where they will be safe. Escorting a Survivor is not an easy task, as they sometimes need help, are weak, or can be left behind and get killed. Once joined, Frank can order the Survivor to follow him by pressing Ⓨ, or he can set a Goal Marker and tell them to run to that location by entering into the Aim View Mode (pull and hold LT, set the targeting cursor where you want the Survivor to run to, then press Ⓧ. Frank can escort up to seven Survivors at one time.



Take Up Arms

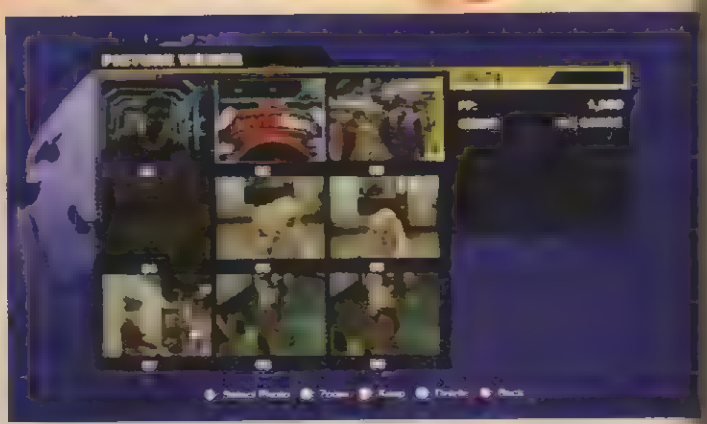
Some Survivors can be armed with weapons, greatly improving their chances of survival. To arm a Survivor, approach them and press Ⓑ when the Give icon appears. You can also offer them food items in the same way, which replenishes some or all of their health.

Frank typically needs to speak with a Survivor in order to have them join him. However, some Survivors may not want to go or are reluctant for their own reasons and take more convincing. Finally, there are some Survivors that need a little help, whether they are injured, infirm, scared or even drunk. When this happens, Frank can hold their hand, offer them a shoulder, or even carry them piggyback. To do so, stand next to them and press Ⓞ.

THE NOTEBOOK

Accessible from the Pause Menu (press ⓫ during game play to acce this menu), Frank's Notebook is where you can go to view the peopl Survivors he meets, as well as re handy notes on them. Use the le Thumbstick to cycle through t profiles.

PICTURE VIEWE



Also accessible from the Pause Menu the Picture Viewer is where you c go to view all of the pictures you've snapped, as well see their Genre a amount of PP they garnered. Use the left Thumbstick to cycle through t photos, press Ⓐ to select and zoom in on them, press Ⓨ to lock and ke the photo, and press Ⓧ to delete it.

Limited Space

Frank's camera can only hold up to 30 pictures total. If you take over 30 photos, the oldest pictures are automatically deleted. You can lock and keep up to 29 pictures in the Picture Viewer by highlighting the ones you want to keep and pressing Ⓧ.

SKILLS

Frank earns more and more PP, he not only becomes stronger, faster and more capable, he also learns a host of cool moves that can be put to good use (sometimes with hilarious results). You can access Frank's Skills at any time from the Status Screen in the Pause Menu (press ⏸ to pause the game, then select Status and press Ⓐ).

Move List

JUMP KICK: Kick during jumps. It's useful in clearing a path through crowds of zombies. Press ● in mid-jump.

Obtained between Levels 2-5

ZOMBIE RIDE: Climb on unsuspecting zombies. (You can even walk along the top of zombie crowds.) Press ● while holding the left Thumbstick toward nearby standing zombies.

Obtained between Levels 2-5

KICK BACK: Used for evading zombies. To perform and deliver a kick to the attacker, repeatedly push the left Thumbstick in the direction Frank is facing when grabbed by a zombie

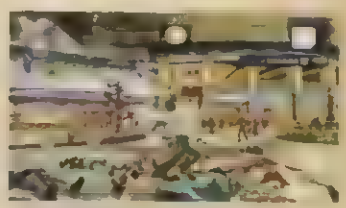
Obtained between Levels 6-10

EVASIVE DODGE: The ultimate evasion skill. Press the left Thumbstick in the same direction twice in rapid succession to throw Frank in that direction. He's invincible at the beginning of this move, but the end leaves him momentarily vulnerable.

Obtained between Levels 6-10

POWER PUSH: This offers a chance to avoid zombie attacks. Repeatedly push the left Thumbstick to the right quickly to escape danger and repel the attacker

Obtained between Levels 11-15

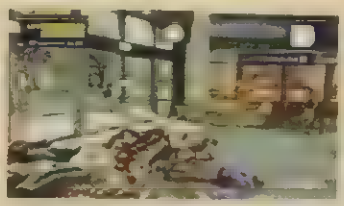


FOOTBALL TACKLE: Utilizes Frank's burly physique with a fierce tackle. Press ● while clicking (pressing down) the left Thumbstick

Obtained between Levels 11-15

JUDO THROW: This powerful skill calls upon the art of Judo and takes out zombies with style. To toss the attacker over your shoulder, push the left Thumbstick downward repeatedly when grabbed by a zombie.

Obtained between Levels 16-20



DOUBLE LARIAT: This utilizes Frank's upper body strength by extending both arms and spinning in place rapidly knocking down surrounding enemies in the process. Press ● while clicking (pressing down) the left Thumbstick.

Obtained between Levels 16-20

ROUNDHOUSE KICK: Unleash a powerful kick just as you land from a jump or drop. Press ● at the exact moment Frank makes contact with the ground following a jump or drop from a higher plane.

Obtained between Levels 21-25

LIFT UP: Lift a zombie and give them a toss by facing a zombie and simultaneously pressing ✕ and Ⓐ without pushing the left Thumbstick. Press ✕ to throw the zombie once it's been picked up

Obtained between Levels 21-25

KNEE DROP: Make zombies eat dirt by bringing Frank's knee crashing down on them with incredible force. Press ● pushing the left Thumbstick downward during a jump

Obtained between Levels 26-30

SUPLEX: Grab an opponent and send them flying. Face a standing enemy's back and press ● and Ⓐ simultaneously without pushing the left Thumbstick

Obtained between Levels 26-30

WALL KICK: Use Frank's momentum from kicking off a wall to deliver a punishing kick to the zombies. Press ● while pushing the left Thumbstick in the opposite direction of the wall at the moment Frank makes contact with it

Obtained between Levels 31-35

HAMMER THROW: Grab a zombie and give them a good shove. Press ● and ● simultaneously while standing at a zombie's side, then choose a direction to push with the left Thumbstick.

Obtained between Levels 31-35

NECK TWIST: Grab a zombie's head and give it a brutal twist, tearing it clean off. Stand near the head of a fallen zombie and press ● and ● simultaneously.

Obtained between Levels 36-40

GIANT SWING: This is an over-the-top skill that has Frank grab a zombie by its rotten ankles and take it for a spin. Stand near a fallen zombie's feet and press ✕ and Ⓐ simultaneously

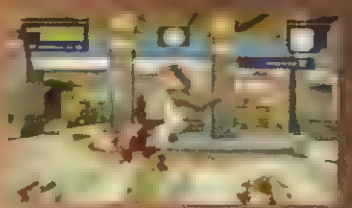
Obtained between Levels 36-40

FACE CRUSHER: Grab a zombie by the scruff of the neck and smash its face into the ground. Press ✕ and Ⓐ simultaneously, while pushing the left Thumbstick toward a zombie from behind

Obtained between Levels 36-40

DISEMBOWEL: Quickly thrust a hand inside a zombie's body and yank out their putrid organs. Push the left Thumbstick toward a zombie from the front while simultaneously pressing ✕ and Ⓐ

Obtained between Levels 41-45



SOMERSAULT KICK: Unleash a kick so powerful that it can decapitate a zombie in one hit. Press Ⓐ to jump, then immediately press ✕

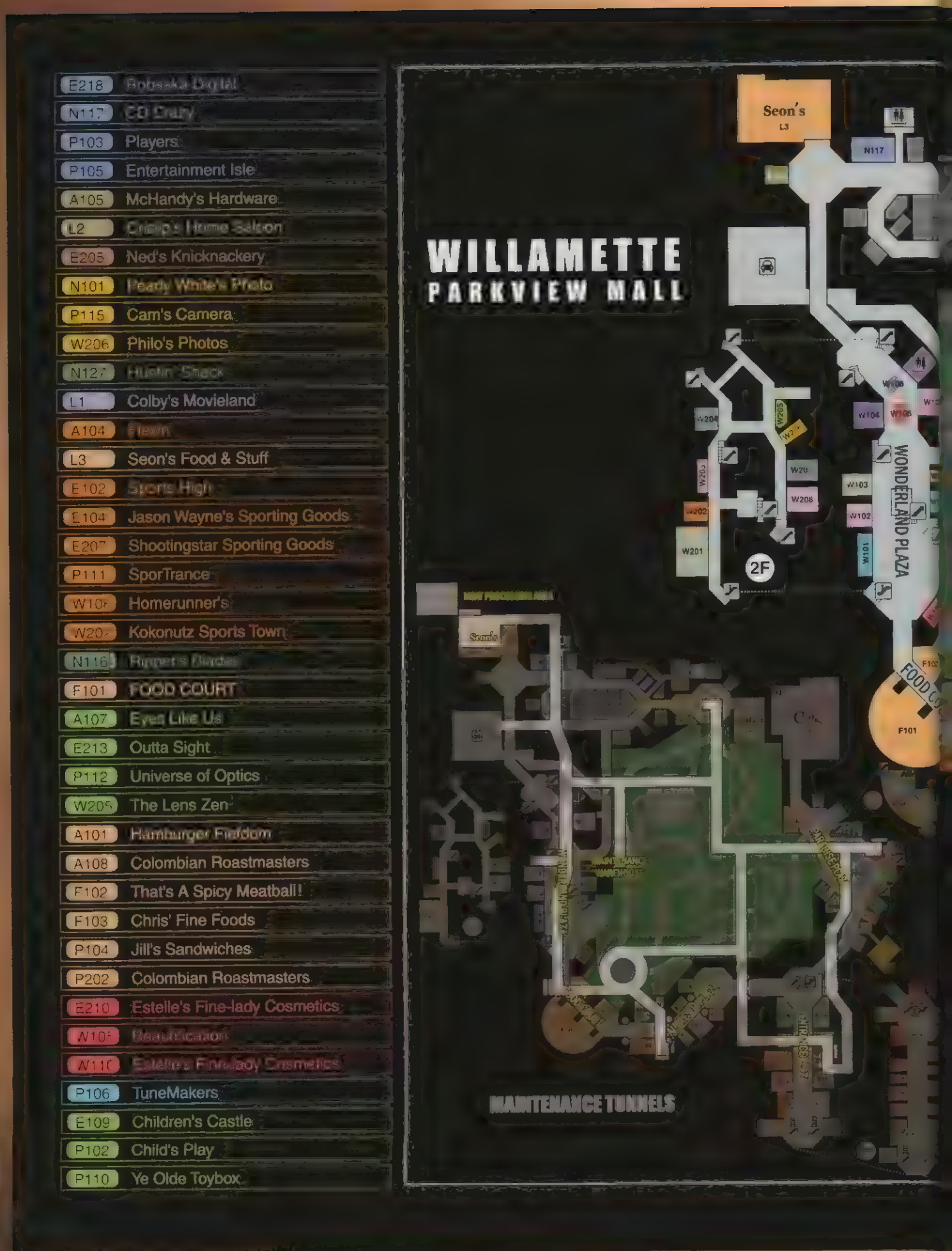
Obtained between Levels 41-45

KARATE CHOP: A properly trained fist is more powerful than any blade. This incredible skill demonstrates the ancient art of Karate at its most brutal. Press ✕ to unleash the attack on zombies behind Frank.

Obtained between Levels 41-45

ZOMBIE WALK: Only those who have observed and mastered the art of zombie movement can utilize this skill. Blend in with the undead crowd with the ultimate deception and keep their attacks at bay. Continuously hold ✕.

Obtained at Level 50


E218 Boosaka Digital
N117 CD Crazy
P103 Players
P105 Entertainment Isle
A105 McHandy's Hardware
L2 Crisp's Home Saloon
E205 Ned's Knicknackery
N101 Peachy White's Photo
P115 Cam's Camera
W206 Philo's Photos
N127 Huntin' Shack
L1 Colby's Movieland
A104 Flexon
L3 Seon's Food & Stuff
E102 Sports High
E104 Jason Wayne's Sporting Goods
E207 Shootingstar Sporting Goods
P111 SporTrance
W10? Homerunner's
W20? Kokonutz Sports Town
N116 Ripper's Blades
F101 FOOD COURT
A107 Eyes Like Us
E213 Outta Sight
P112 Universe of Optics
W205 The Lens Zen
A101 Hamburger Fiefdom
A108 Colombian Roastmasters
F102 That's A Spicy Meatball!
F103 Chris' Fine Foods
P104 Jill's Sandwiches
P202 Colombian Roastmasters
E210 Estelle's Fine-lady Cosmetics
W10? Beautification
W11? Estelle's Fine-lady Cosmetics
P106 TuneMakers
E109 Children's Castle
P102 Child's Play
P110 Ye Olde Toybox
WILLAMETTE
PARKVIEW MALL
Seon's
L3
N117
W204
W205
W104
W103
W208
W102
W201
2F
WONDERLAND PLAZA
F101
MAINTENANCE TUNNELS

E107 Rafael's Shoes
E20[illegible] Kicks for Her
E21[illegible] The Shoehorn
P11[illegible] Shoekin's
W103 Shoes of a Lifetime
W201 Run Like the Wind
E105 Grammie's Knits
W10[illegible] Scuffs & Scrapes
P10[illegible] Tyke n' Tots
P113 Kids' Choice Clothing
W101 Small Fry Duds
E219 Jamming Juvenile
E108 Everyone Luvs Books
E201 The Sinister Read
P101 Contemporary Reading
P108 Bachman's Bookpotium
W204 Sir Book-a-lot
E106 Men's Storehouse
E111 The Distinguished Gentleman
E113 Space
E202 Wallington's
E209 Modern Businessman
E21[illegible] In The Closet
P107 Canterbury's
P2[illegible] Tucci's of Rome
W207 Modern Businessman
A102 Brand New U
A10[illegible] Weber's Garments
E10[illegible] Grayson's
E103 Refined Class
E204 Women's Lib
E112 Fashion Fiesta
E110 J.F. Nichols
E212 Kathy's Boutique
E216 Ladies' Space
P204 Lady About Town
W102 Casual Gals
W10[illegible] Fanfare Fashion
W20[illegible] Contemporary Purses
W20[illegible] Lovely Fashion House

SURVIVOR CHECKLIST

These pages show the locations of the survivors and psychopaths and provide a perfect checklist for you to complete your game. All the survivor locations are called out in the walkthrough and you'll know exactly in which order to get them. However, if you want to simply try the game for a bit without the walkthrough and use this checklist and map for assistance, that's an option as well.

There are two things of note, however. First, not all the Survivors are active from the beginning of the game. Otis occasionally contacts you to inform you of their locations and activities, but don't think that you can simply run to these stores and collect all the Survivors immediately. Secondly, Carlito and Isabela are encountered multiple times in the game. Carlito's first "enemy" encounter is marked and Isabela's initial contact with Frank is marked as well. You'll face both of these characters more than once, but they're usually unavoidable events as long as you remain on track with the CASES.

AARON
ALYSSA
BARBARA
BARNABY
BETH
BILL
BRAD
BRETT
BURT
CHERYL
DAVID
DEBBIE
FLOYD
FRANK
GIL
GORDON
GREG
HEATHER
ISABELLA
JANET
JEFF
JENNIFER
JESSIE
JOLLIE
JONATHAN
JOSH
KAY
KELLY
KINDELL
LEAH
LEROY
LILLY
MICHELLE
MINDY
NATALIE
NATHAN
NICK
OTIS
PAMELA
PAUL
RACHEL
RAY
RICH
RONALD
ROSS
SALLY
SHINJI
SIMONE
SOPHIE
SUSAN
TAD
TONYA
WAYNE
YUU
ADAM
BROCK
CARLITO
CLETUS
CLIFF
JACK
JO
KENT
LARRY
ROGER
SEAN
STEVEN
THOMAS

THE FLIGHT INTO WILLAMETTE

September 19

From 11:27pm

MAIN STREET CARNAGE

Photojournalist Frank West knows he's on to something big and is willing to take great risks to get the scoop. His first order of business was to charter a helicopter to take him over the town of Willamette Colorado—a town that has become the source of great mystery since all communication with its population was cut off and the military called in. Frank is about to witness the horrifying events within its borders first hand.

Snapping Pictures

Frank's digital camera is his most valued possession. Using it to take pictures of the unfolding events not only garners him great praise and recognition, it also can get him Prestige Points (PP), which in turn makes him stronger, faster and gives him more skills and moves.

To use the camera in this first portion of the game, aim the viewfinder with the right Thumbstick, and snap a picture with ●. You can also zoom in and out using ● and ● respectively. The camera only has enough battery power to take 30 pictures and must recharge for approximately three seconds between each shot

WILLAMETTE MALL

...the helicopter flies over the ravaged city of Willamette, zoom in with the ...mera's viewfinder and focus on the strange and gruesome happenings ...ng Main Street. Stick to taking pictures that get Frank the most Prestige ...ints. These require some form of action in the shot, whether it's zombies ...sting on their prey or attacking a human being unlucky enough to be ...ught alone on the street. There are five premium photo opportunities ... shoot. Since Frank can only take 30 pictures, keep each photo op to a ...aximum of six shots.

Don't Pause

...you press ⏸ in an attempt to pause the game during this sequence (or any cut scenes), you will ... it altogether and be taken to the next gameplay segment. Only do this if you want to pass this ...ction over, as you cannot pause this first part of the game.

Photo Op 1: A Feast for the Eyes

The first photo op is on the northwest ...orner of the sidewalk just as the ...elicopter begins its flight path. ...oom in and center the three zombies ...easting on what are most likely the ...emains of another human being and ...nap a series of six shots.

Photo Op 2: Car Trouble

The second photo op is just to the down and left of the first. There is a poor sap on top of his white car surrounded by zombies. Unfortunately, that 2x4 he's wielding won't keep these bloodthirsty undead from eventually getting their hands on him. The helicopter hovers over this location long enough for you to snap six pictures. Keep your subject in the center of the viewfinder and zoom in close, but not too much that you cut off any of the action.

Genres

Prestige Points are awarded based on the action happening in the shot. There are a variety of genres that deliver maximum Prestige Points, which include Brutality (carnage), Horror (lots of zombies), Drama (the human element), Outtake (humorous moments) and Erotica (sexual stimulation). To get more points, snap a picture at the moment an event in one of these genres is taking place.

Photo Op 3: Late for School

...he third photo op is down about a block. This one's easy to spot—it's a huge school bus surrounded by zombies. As before, the helicopter hovers over the ...rrific event for a few moments, giving you plenty of time to snap six shots before moving on.

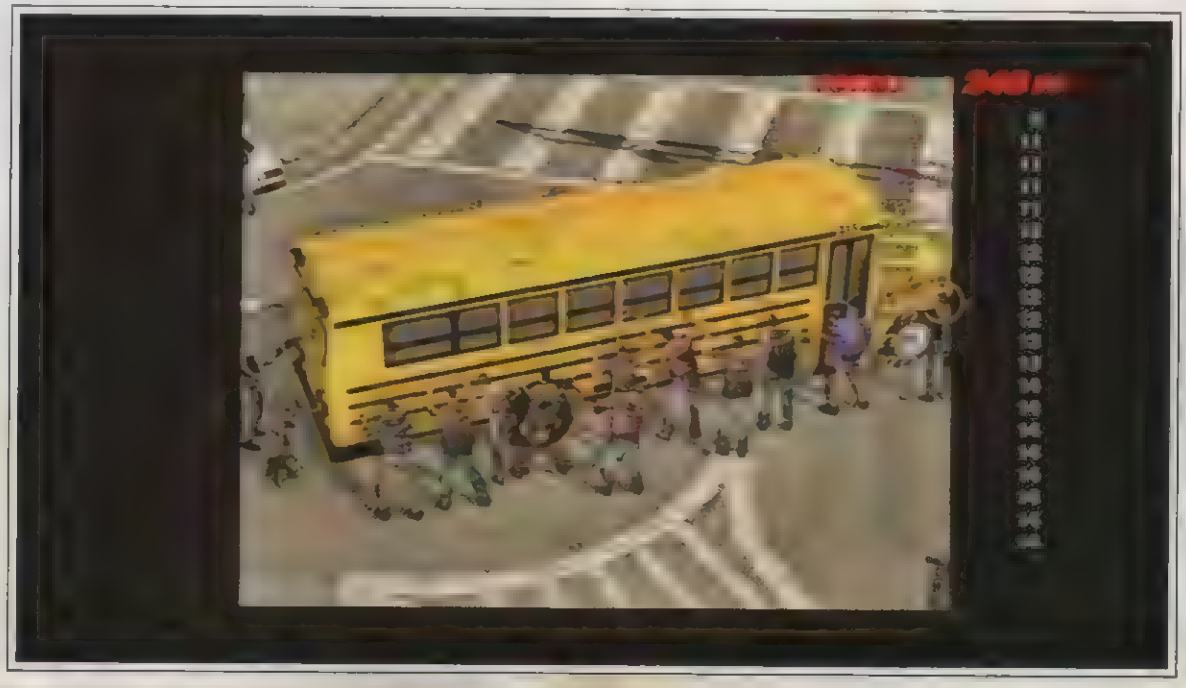
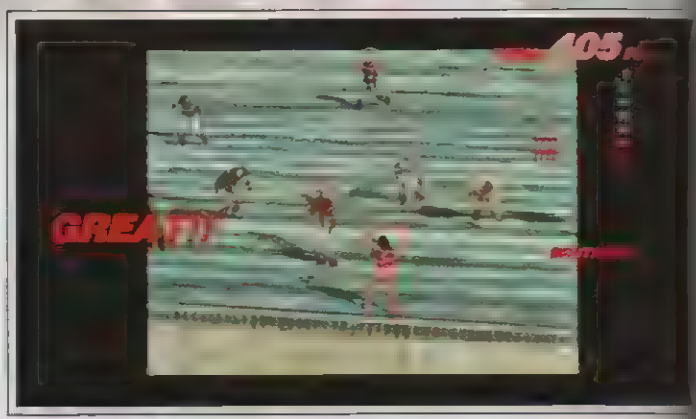


Photo Op 4: Stopping for Gas

The fourth photo op is a ways up the street at the Tornado gas station on the northwest corner. Keep the gas station centered in the viewfinder (not an easy task, as the helicopter is moving) and be ready to snap your first photo. An explosion rocks through the station, igniting it and the zombies nearby in a gigantic ball of flame. If you're fast enough, you can get off a shot just as it explodes, then take another five of the flaming zombies stumbling from the wreckage.

Photo Op 5: Trouble on the Roof

The fifth and final photo op is on top of the roof of the C.W. Factory warehouse. There's a woman that's encircled by zombies and she has nowhere to go but down. Unfortunately, all that Frank can do is witness the horror and take photos; snap away. Try and take them when she is shooting the zombies with her gun, waiving at the helicopter for help, or being attacked. Save at least one or two shots for the grand finale when a zombie grabs her and takes them both over the edge.

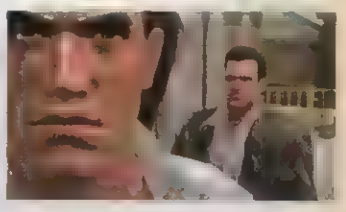


ENTER THE MALL

September 19

MEET CARLITO

Frank spots a Heliport on the rooftop of the Willamette mall and tells the pilot to drop him here and come back to get him in three days' time. Before the helicopter can touch down, military choppers appear and attempt to force him out of the area. The pilot gets close enough for Frank to jump out before taking off. On the Heliport, Frank encounters a mysterious man who is not very forthcoming with information or answers.



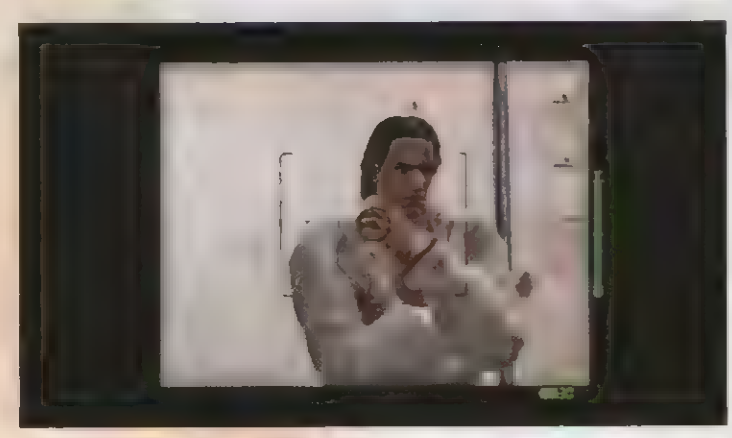
Time

The moment you gain control of Frank, a timer starts counting down. Frank must be on the Heliport at 12:00PM on the 22nd - 72 hours from now - or he'll be left behind in the mall. Pay careful attention to the time as you play. To get an accurate read on the time during gameplay, press left on the directional pad to pull up Frank's Watch.

Stopping Time

If you need to take a quick break while the counter is counting down, view information and pictures, or check out this guide, you can stop time by pausing the game. To do so, press ⏺ during gameplay to pull up the Pause Menu

Take a moment to speak with Carlito, then head through the doorway to his right to enter the mall's Security Room, which is located at the base of the stairs inside.



Interaction

Whenever it's possible to interact with a person or object, a context action symbol, along with the ● icon, appears on screen. Press ● to interact with the person or item.

THE SECURITY ROOM

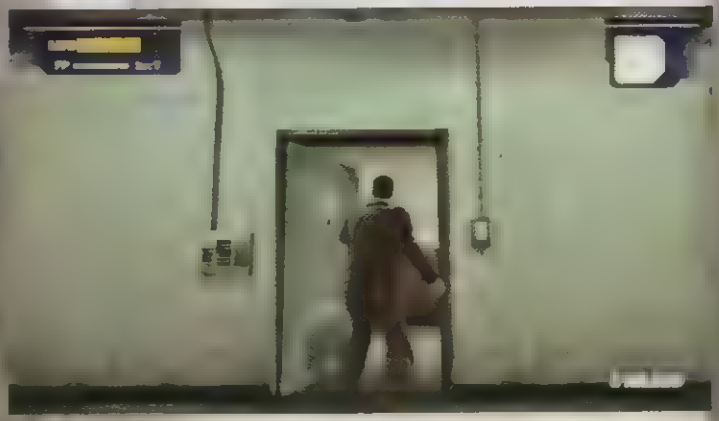
The Security Room is comprised of a set of smaller rooms. For the duration of the game, this area is a safe house of sorts where Frank can bring back Survivors and get a temporary respite from the zombies in the mall. At the moment, all the secondary rooms are empty and devoid of any useful items.

Saving

You can save your progress at location marked with an "S" symbol, such as the sofa in the Security Room or the mall's public restrooms.

Head through the red door at the end of the small hallway (labeled "Janitor's Room") and examine the security monitor on the counter inside. On the display above, Frank witnesses more horrifying carnage.

Continue through the yellow door and then through the door on the right marked "Staff Only." This leads into a hallway, which takes Frank out into the Entrance Plaza of the mall.

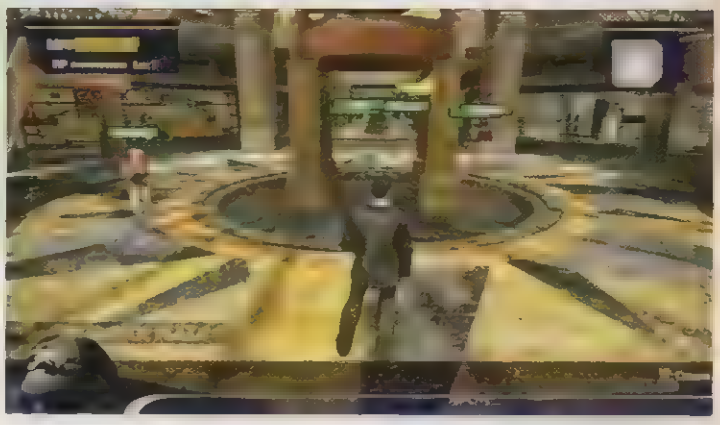


FIGHT FOR YOUR LIFE

September 19

ALL HELL IS ABOUT TO BREAK LOOSE

Inside the Entrance Plaza, Frank finds other Survivors barricading the front doorway to keep the zombies out. In addition to a crazed old lady looking for her dog, Frank spots a young lady deep in thought, but doesn't get the chance to speak with her. The leader of the group, an older man, informs Frank about the zombies and orders him to help out by gathering items for the barricade.



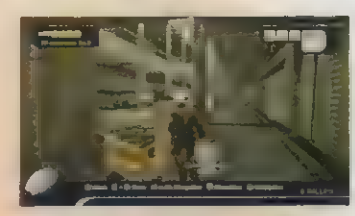
Watch, Listen and Shoot

Spend a few moments becoming acquainted with the other Survivors. If you approach each of them, you can listen in on their conversations. Snapping photos of them also earns Frank a bunch of extra PP.

FIGHT FOR YOUR LIFE

When you're ready, head toward the back of the Entrance Plaza where there is a pile of items for the barricade. Before Frank has the chance to pick anything up, he notices an old man on the other side of the shutter. The old man is visibly distraught, but Frank doesn't have any time to talk to him as the crazy old lady opens the main doors to get to her dog, letting the zombies into the mall in the process. A man appears at the top of the stairs on the floor above and orders everyone to run and follow him to safety.

RUN!!!



As soon as you regain control, grab as many of the items nearby that Frank can hold, and start fighting your way through the horde of living dead to make it to either staircase.

Attacking

Different items perform different actions. Some larger and heavier weapons are two-handed, meaning you can't keep them in Frank's inventory if you pick up or cycle to another weapon, while others are small enough to allow you to hold in his inventory while brandishing another. Leveling up with PP can raise the maximum number of items Frank can hold

Press ● to attack while holding a weapon. To throw a weapon (or aim and shoot a firearm), press ■ to enter into an over-the-shoulder perspective and press ● to fire. While in this perspective, use the right Thumbstick to aim the targeting cursor. To cycle through the items in Frank's inventory, press LB or RB. To discard an item, press down on the digital pad. Press up on the digital pad to unequip a weapon.

Don't try to wipe out the zombie horde, and don't worry about the Survivors; they can't be saved and will die off quickly. Your only goal at the moment is to make it to the staircase alive.

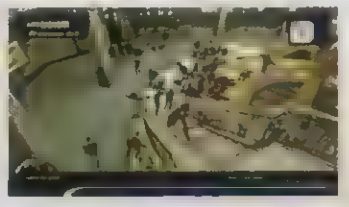
Food Items

In addition to weapon items, Frank can find and pick up food items. When ingested, food restores Frank's health. Different food items have varying levels of restorative powers. Some items only restore one bar of Frank's health, others a few bars, and the best items restore his health completely. Press ● when holding a food item to eat it. *Note that Frank is temporarily vulnerable while he does so.*

Shake Free

If and when Frank's grabbed by a zombie, rapidly shake the left Thumbstick to break free. When grabbed my multiple zombies, an Escape Command appears on the screen. Enter the commands(s) as directed before the time runs out to escape.

If you make it to the top of the stairs alive and in one piece, Frank meet Brad and Jessie, two mysterious individuals who seem to know more abou what's going on in Willamette than what they are willing to reveal. If yo don't make it out before losing all of Frank's health, he wakes up on th sofa in the Security Room and meets Otis the Janitor, who saved his lif Either way, Frank ends up in the Janitor's Room where Brad explains abou the air ducts.

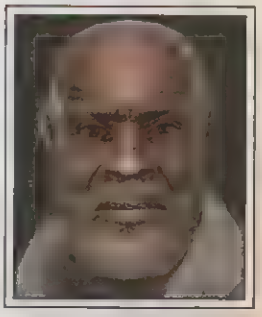


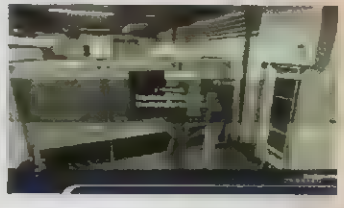
THE SURVIVORS

September 19

OTIS

Otis, the mall's resident Janitor, has welded the door leading to Paradise Plaza shut. The only way back into the mall is through the air duct. Before entering the duct, save your game on the sofa in the main hallway of the Security Room and then speak with Otis, who is next to the air duct opening. Before letting Frank go, Otis gives him two useful tools: a Transceiver and Mall Map.





Using the Mall Map

The Map is a handy tool to help guide Frank through the massive Willamette Mall. You can pull up the Map by either pressing ⧉ to pause the game then selecting the Map option from the Pause Menu, or just simply by pressing ⧉. With the Map pulled up, you can move the cursor over any store to get its location and description using the left Thumbstick, zoom in and out with the right Thumbstick (or ● and ●), cycle through the mall's upper and lower levels by pressing LB and RB, and set Guide Arrows when a CASE or Scoop is active. The Map also displays key areas, such as save points, elevators, maintenance exits and the garage.

Using the Transceiver

The Transceiver allows Otis to communicate with Frank whenever he needs to. Anytime you hear a ringing sound and see the Transceiver icon appear in the bottom left corner of the screen, press right on the digital pad to answer it.

JEFF AND NATALIE

Exit the Security Room through the air duct and Frank appears on the Rooftop of the mall. Up here, he hears the cry of Jeff, an older man who is searching for his wife Natalie. Drop down and locate Jeff near the elevator to the right. Approach Jeff and speak with him until he agrees to join Frank.

Escorting Survivors

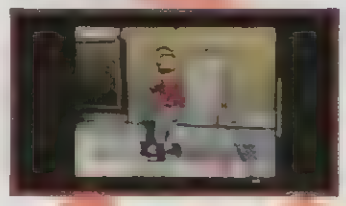
Survivors each behave differently depending on the circumstances and their own varying personalities. Once a Survivor has officially joined Frank, you have limited command over them and can escort them back to the safety of the Security Room. Press Y to call a joined Survivor to Frank. Hold RT to set a Goal Marker and command a survivor to run to a specific location, aim the cursor using the left analog stick and press Y. A Goal Marker icon appears at the location where the Survivor(s) will run.

Giving Items

Frank can give some Survivors items for them to use to defend themselves or restore their health. To do so, stand next to a Survivor with the item you want to give equipped and press B.

With Jeff in tow, run around to the opposite side of the Rooftop to locate his wife, Natalie. Once they've been reunited, speak with Natalie to get her to join Frank, then head back toward the air duct where he entered the Rooftop.

Photo Op!



Have the camera ready for moments such as this. When Jeff and Natalie are reunited, they embrace each other, making for a great photo op. To mark these opportunities, Prestige Point Markers temporarily appear over the subjects' heads. If you're quick enough, you can snap the photo and reap extra PP.

Ensure both Survivors are next to Frank (or in the immediate vicinity) before entering the air duct. Once back inside the Security Room, you get a whopping 20,000 PP for safely escorting the Survivors, which will give Frank enough PP to level up. Save your game at the sofa, then prepare to head back out through the air duct.

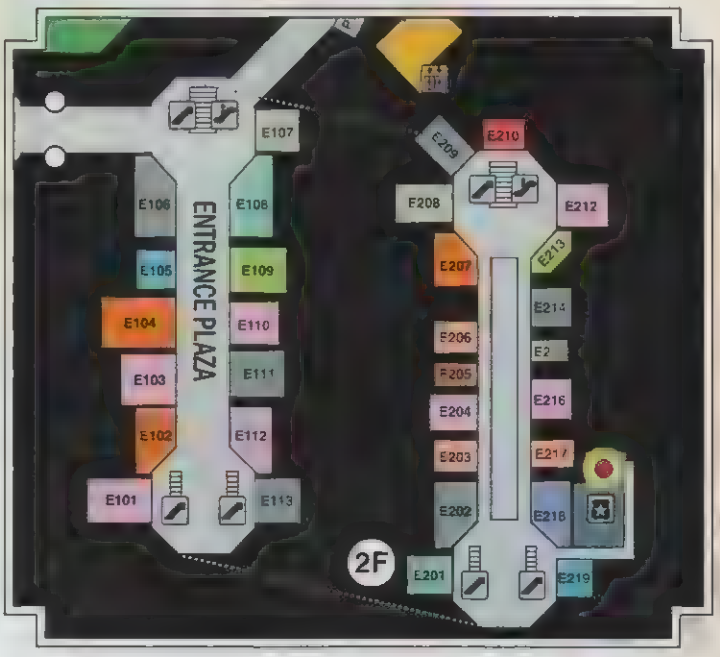
Leveling Up

Prestige Points are awarded for actions such as escorting Survivors or defeating zombies. When the PP Gauge, located underneath Frank's health bar at the top left of the screen becomes full, Frank levels up. Every time Frank levels up, he can gain a boost in one of his attributes (Attack, Speed, Life, Item Stock, or Throw Distance), and/or a new skill. Skills are special over-the-top moves that aid Frank in eliminating zombies. The highest level Frank can attain is level 50.

CASE 1

September 19
From 12:00pm

CASE 1-1
A DANGEROUS ENCOUNTER



Once Jeff and Natalie have been reunited and safely escorted to the Security Room, return to the Rooftop through the air duct and enter the elevator along the right side of the roof. The elevator brings Frank down to the Warehouse. Exit the elevator and follow the maze of shelving to the tunnel beyond, which leads to Paradise Plaza.

Scoop! Cut from the Same Cloth

Otis buzzes Frank on the Transceiver to inform him of another photographer inside the mall. His location is upstairs on the second floor (2F) near Colombian Roastmasters (P202). This is Frank's first Scoop.

Scoop Cues

When Otis has important information on a Scoop, he uses the Transceiver he gave Frank to get in touch with him. A Scoop Cue is a list of information detailing events and whereabouts of other Survivors. Some Scoops may lead to new information about CASES, as well. As with CASES, Scoops are time-based. A time gauge appears along the right side of the screen when a Scoop is uncovered.

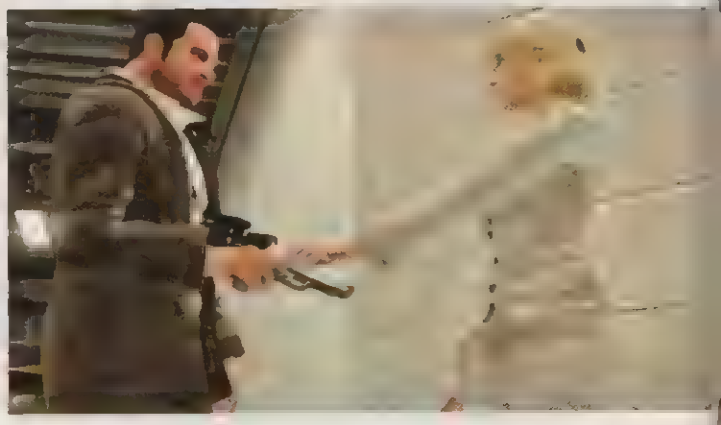
Annoying Interruptions

Otis can be contankerous and doesn't take lightly to being interrupted. In order to hear him out, Frank has to refrain from using a weapon during a call. If Frank does cause an interruption, Otis typically rings him back a few moments later.

Check the Boxes

Cardboard Boxes, which can be found in locations such as storage, warehouse and construction areas, can contain useful items, including food and weapons. Be sure and check their contents by either breaking a Box over the head of a zombie, [illegible] it at a solid object, such as a wall, to bust it open.

As he rounds the corner, Frank encounters Jessie lurking in the passage. After almost being killed by him, and most definitely spraining her ankle, she reluctantly agrees to give him her Handgun. She then allows him to seek out Brad, who's in trouble. His location is in the Food Court (F105), between Al Fresca and Wonderland Plaza. Frank's first CASE is now engaged.



CASE Panels

CASES are the series of events that lead Frank to the truth behind the zombie outbreak in Willamette. When Frank stumbles onto a CASE, the CASE File Screen appears. The CASE Panels inside the CASE File Screen give out important information, such as if the CASE is pending or engaged, if it's been solved, or if it's expired. You can access the CASE File Screen at any time by pressing [illegible] and then selecting CASE File from the menu.

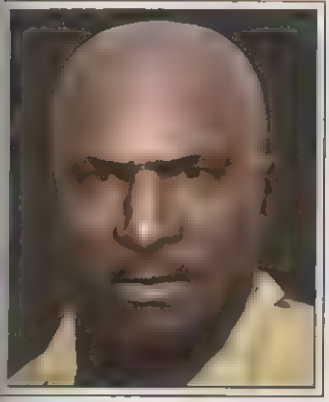
Scoop Cues

Solving CASES is dependant on many factors, but the one factor you need to be especially cautious of is time. When a CASE is engaged, a colored gauge appears in the top-right corner of the game screen. The color of the gauge denotes how much time Frank has to solve the CASE before it expires and he loses his chance.

Keep an eye on the Scoop Cue and always make it your top priority, especially when it drops down into the red category.

Blue = over 6 hours left
Yellow = under 6 hours left
Red = under 3 hours left
No color = unlimited time

CASE 1-2 BACKUP FOR BRAD

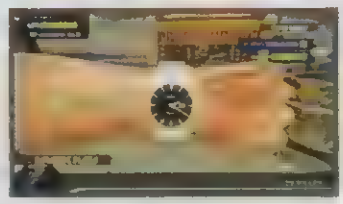


From the sound of it, Brad is in need of help. Continue though the tunnel to Paradise Plaza and prepare to enter living hell. The zombies have overrun the mall and Frank is going to need to use whatever makeshift weapons he can get in order to stay alive.

Idle Hands

Frank has quite a bit of time to spend getting to Brad, but don't waste too much of it killing zombies. Although there are over 6 hours to complete this portion of the CASE, the faster it's solved, the more time you have to complete others or engage in Scoops.

Setting Guide Arrows



Set a Guide Arrow in order to quickly navigate Frank to a CASE or Scoop location. Once set, the Guide Arrow appears in the center (top) of the game screen and Frank can follow it to his preset destination. There are two methods for setting a Guide Arrow

1. Press left on the directional pad to pull up the Watch Screen, choose the CASE or Cue you want to follow (left Thumbstick), and then press A

2. Press B to pull up the Map, press X to activate the Guide Arrow, highlight a CASE or Cue with the left Thumbstick, and then press A to set it

Since the Scoop has less time left than CASE 1, make this your first goal. Set a Guide Arrow for Colombian Roastmasters (P202), which is where Frank finds fellow photojournalist, Kent.

Spend a few moments speaking with Kent to quickly learn how much he thinks of himself and his photography skills. In all honesty, if you can put up with his smug wisecracks, Kent provides a pretty solid tutorial to taking pictures.

Kent first wants you to shoot a picture of him taking a picture of Frank. In order to humor him, you have to snap a picture worth 500 Prestige Points on more. Make sure Kent is centered and zoomed in so that he's in the frame and snap a photo as soon as he crouches to take one of Frank.

PP Photo Op!

If you're quick enough, you can snap a picture of Kent executing a running kick move against the zombies. Keep the viewfinder focused on him, watch for the PP Icon to appear over his head and quickly take the picture for some extra points.

Next, Kent wants Frank to take a picture of him in his "cool" pose. You need to get 700 Prestige Points or higher to satisfy him. Wait for Kent to snap a photo; this time he pumps his fist right afterward. Shoot a picture just as he pumps his fist to achieve your goal. You may have to chase him down to get this one.

It turns out Kent isn't quite satisfied. He wants to see if Frank can come close to the same quality he delivers. Kent deems him worthy once Frank has a specific photo. A new Scoop, Photo Challenge, becomes available However, Frank won't be able to complete it unless he takes these pictures and returns to Colombian Roastmasters (P202) at noon on the 20th.

Bone Up

Before embarking on the CASE to save Brad, take a quick detour to the bookstores in the area: Contemporary Reading (P101) and Bachman's Bookporium (P108). Bone up on a variety of Books which, when held, give Frank enhanced skills.

While Frank won't have enough item slots to carry them all, the two that are the most important to either hand on to or grab sometime later are the *Weekly Photo Magazine* inside Contemporary Reading, which gives Frank the ability to see Prestige Point Markers over the zombies' heads (taking the guesswork out of figuring out good photo ops and specific genres) and *Engineering*, from Bachman's Bookporium, which allows Frank to hold on to tool and construction items three times longer than usual

Books

The act of holding a Book is enough to activate its enhancing properties. Different books have different effects. Books with a *PP+* symbol give Frank a boost in Prestige Points from photography or defeating zombies. Books with a *SKILL+* symbol allow Frank to learn skateboarding and cycling skills, or skills that can make the escorting of Survivors easier Books with a *HEAL+* symbol boost the restorative power of food (multiple Books can be held in tandem to further increase the bonus percentage) Finally, Books with an *ITEM+* symbol cover certain items specific to their contents, which experience an appreciable increase to their durability. Like the *HEAL+* Books, holding multiple Books with the same effect can augment this effect. Press B with the Book in Frank's hands to see its effects.

When you're ready, set a Guide Arrow for Brad and follow it to his location. The path leads outside to Leisure Park, which, like everywhere else, is full of lumbering zombies. Do your best to avoid them and pick up any weapons and food items you find along the way.

Save Your Handgun Ammo

Don't waste ammo shooting Jessie's Handgun at random zombies. While it's fun, Frank is going to need every bullet he has in just a few minutes.

Scoop Opportunity!

On the way to help Brad out, Otis calls Frank with another potential Scoop. There are two Survivors who have barricaded themselves inside Weber's Garments (A106); it's located inside Al Fresco Plaza. Since it's a blue-colored Scoop, you've got plenty of time to focus on Brad first and go for it afterward

Enter through the doors at the other side of the park to find Brad in the middle of a firefight with a lone gunman. Brad gives you a second Handgun and enlists you to help him out.

Psychopath

Gunfight at the Wild West Food Court

Carlito, the man Frank met on the Heliport when he first arrived, seems to want both Frank and Brad dead. In order to keep this from happening, it's up to you to take Carlito out. Start by quickly running across the runway and up the stairs into the Food Court (F105).

Evasive Action

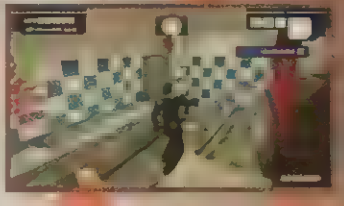
Watch out for Carlito's return fire, which includes gunfire from his Submachine Gun and bombs thrown from above. Do your best to keep moving and quickly run away if you see or hear a bomb dropped from above

Carlito is a tough shot from the ground, which also leaves Frank exposed like a sitting duck. Climb up the set of stacked crates to the right (underneath the "no smoking" sign) to get a much better vantage point.

Use the wooden posts as cover and jump out while Brad is keeping him busy; manually aim and shoot at Carlito from a distance. Aim for Carlito's head to injure him faster than standard body shots and don't stay in one place for too long; Carlito is an excellent shot and can quickly decimate Frank's health.

Whatever you do, unless you're feeling exceptionally lucky, don't get within arm's reach of Carlito. He can retaliate with a lightning-quick kick that has the power to knock Frank down. Stay back and pick him off with gunfire instead, and only get up close and personal if you run out of ammo and have no other choice.

A Quick Snack



...ble that Frank is going to take damage. ...ets ow on health, retreat to one of the ... and locate something to eat or drink. ... has Milk, Ice Pops, and Yogurt ... counter, which should help keep

Juice Power

In addition to eating food items for health, Frank can mix them together in a blender to create original juice concoctions. Different colored juices possess different properties and effects. These effects are temporary and wear off after a certain amount of time. To make juice, pick up a food item and press ● in front of a blender, then grab a second item and repeat. Experiment with different ingredients to make a variety of juices.

It's a bloody and brutal battle, but with persistence and skill Carlito is defeated. Unfortunately, he's only injured and gets away. Even more vexing is Brad's unwillingness to cooperate and give out information. However, with a little bartering, Frank finds out that he and Jessie are with DHS, Homeland Security, and the old man he took photos of earlier is in someway connected to the zombie outbreak. Brad reluctantly agrees to work with Frank if he tells him where the old man is locked up.

CASE 1-3 AN ODD OLD MAN

Follow Brad to the entrance to Al Fresca Plaza, open the doors to let him in, then allow him to continue to Entrance Plaza. Brad's armed to the teeth and is trained in survival skills, so you won't need to worry about keeping him alive.

Scoop Opportunity!

During the firefight with Carlito, Otis informed Frank of another potential Scoop; there's a distraught woman inside Riverfield Jewelry (A103). Both she and the two men barricaded in Weber's Garments (A106) are on the way to your next CASE, so make them top priority.

Inside, Frank encounters Burt and Aaron. Aaron is whimpering in the corner and Burt is antagonistic. Burt also happens to be armed with a Baseball Bat and, if left to his own devices, he attacks Frank with extreme prejudice. In order to set Burt straight, you must snap him out of it by smacking him. The best way to do this without causing him great bodily harm is to unequip your weapon (press up on the digital pad) and then fight the punk hand-to-hand. Use any skills that Frank's learned (Jump Kick) against him.

Scoop! Barricade Pair A & B

Frank's first goal should be the two men barricaded inside Weber's Garments. Set a Guide Arrow and follow it to their location. When Frank arrives, you need to spend a few moments clearing out the debris blocking the doorway in order to get inside. Feel free to use the miscellaneous barricade items against the zombies surrounding the storefront or, better yet, one of the Chainsaws from McHandy's Hardware (A105) next door.

Burt sags after he's been hit a few times and allows Frank to speak with him. It doesn't take much convincing to get him to join. Aaron automatically follows suit.

Arm Aaron

Before leaving the store with Burt and Aaron, give Aaron a weapon (Burt should already be armed with a Baseball Bat) so he can better protect himself.

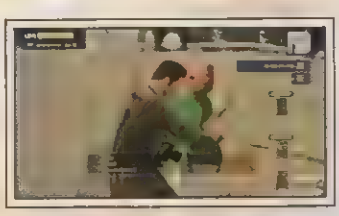
Heavy Hitters

Take a quick detour while on the way to Brad's location. Hop into the fountain near the entrance to Entrance Plaza for a few solid weapons. A Dumbbell and a Submachine Gun are at the bottom of the fountain. Save the Submachine Gun for now; you're going to need it when you step outside...

Scoop! A Mother's Lament

The next Scoop is literally a few stores down at Riverfield Jewelry (A103) across the way. Check the Map and then make a beeline for it. Leah is inside behind the counter. Unfortunately, she's distraught and suffering from the shock of seeing her daughter, Grace, eaten alive by zombies.

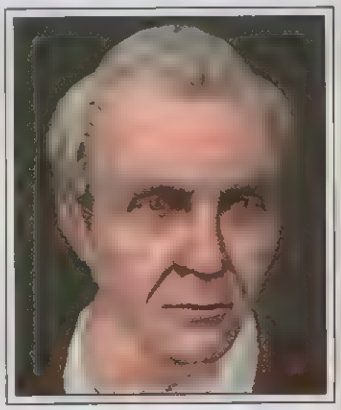
It takes repeated attempts at talking to her for her to finally decide to come with him. Unfortunately, her leg is injured, making it impossible for her to run. The only way that she'll make it back to the Security Room in one piece is by having Frank carry her. Approach her and press ● to give her a piggy back ride.



Night Comes

Eventually, the sun sets as 7:00pm comes around. Unfortunately, this has a terrible effect on the zombies, making them stronger, faster, and much more violent than during daylight hours. Take extra caution at night, carry strong weapons, and provide extra protection when escorting Survivors.

When you reach Brad, wait for all the Survivors to arrive at the doorway to Entrance Plaza and then open the door to lead them inside. Once inside, Brad heads directly to the old man's location, which turns out to be the Everyone Luvs Books bookstore (E108). Meet Brad if he beats you there.



The old man, Dr. Barnaby, has locked himself in the bookstore and won't allow anyone in. He refuses Brad's offer for protection until Brad can promise a secure route out of the mall.

Carrying Survivors

Frank occasionally has to carry a survivor or hold them by the hand to guide them back to the Security Room. When doing so, he's not able to wield a weapon, check his watch, set a Goal Marker, or even answer the Transceiver. Press ● to set the person down or let go of their hand.

Now that Frank has convinced all three Survivors to join him, set the Guide Arrow and follow Brad to the next CASE location. Burt and Aaron should be able to hold their own against the zombies, but keep an eye on their player icons if they lag behind. If you see one of them stop running and hold up their hands, this means they are being attacked and need help.

CASE 1-4
A DANGEROUS ENCOUNTER

Brad leaves to return to Jessie in the Security Room above Paradise Plaza, leaving Frank with a bit of free time to browse some of the shops lining Entrance Plaza. Unfortunately, the east shutters leading to Paradise Plaza are locked from the other side, which means you have to take the long and deadly way around to get Frank back to where he ultimately needs to go. Take a moment to explore Entrance Plaza; there's one more Survivor who could use Frank's help.

Scoop! Clueless Bill

Consult the Map and locate the store In The Closet (E214), which is on the second floor. The stock room is inside and around the counter. Bill, a storeroom employee, has been stuck in there for the last 2 days. Remove the Cardboard Box barricade to set him free then let him go; he needs to see about the zombie infestation first hand.

Once he gets a load of a few lumbering zombies in his storefront, Bill realizes it's safer to come along with Frank and company. Add him to your growing group and move out. Consult the Map and set a Guide Arrow for the Security Room and the next CASE. Unfortunately, the path is not a straight shot. Cutting through Leisure Park is the only way to get back for the time being.

Changing Clothes

Like any mall, the Willamette Mall is chock-full of clothing stores There's something for everyone, from kids to adults, men and women—even shoe and eyewear. Whenever you see a white clothes icon, approach it and press ● to change Frank's clothes. Experiment with all the different shops to find the best outfit that suits your style, whatever that may be!

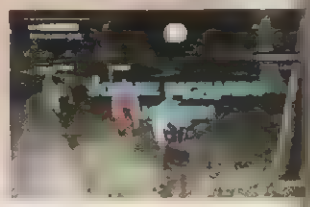
Saving Your Progress

Be sure and save your progress every so often when it's convenient. In addition to the Security Room, there are bathrooms and other locations that offer save spots. Flexin' (A104), the gym inside Al Fresca Plaza near the entrance to the Food Court, is a good place to do so.

Scoop Opportunity!

On the way back toward the Security Room, Otis calls Frank with another potential Scoop. It seems the Space Rider ride inside Wonderland Plaza is out of control. Since it's a blue-colored Scoop, you've got plenty of time to return to the Security Room first and go for it afterward.

The long path back to the Security Room leads outside to the sprawl Leisure Park. Frank and crew step outside and find a trio of escap prisoners riding roughshod inside a military jeep, mowing down hum and zombies alike with a mounted Heavy Machine Gun.



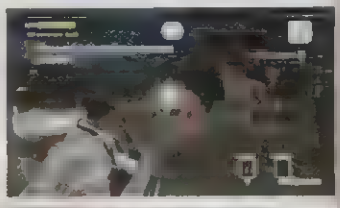
Psychopath

Prison Break

Hopefully, you saved the Submachine Gun from the fountain inside Al Fresca Plaza. If not, you may want to avoid these hooligans until you have the proper firepower to deal with them. Your first goal is to locate and grab Sophie, the girl who is running for her life from the prisoners. Once she's joined your party, set a Goal Marker to a semi-safe spot somewhere away from the zombies and send them all there.

Next, equip the Submachine Gun, locate the jeep, and fire at the prisoner firing the Heavy Machine Gun on the back. If you manage to take him out, make a dash for the jeep, approach the back and grab the Heavy Machine Gun, then turn it on the remaining prisoners until they're all dead.

Not only will you earn a ton of extra Prestige Points, but you also get to take the jeep for a spin, mowing down zombies left and right until you reach your stranded party.



Head back inside the mall and follow the Guide Arrow through Paradise Plaza to reach the doorway leading to the Security Room. Its exact location is to the right of Cam's Camera (P115). Head inside and run through the Warehouse to get to the elevator on the other side.

When Frank enters the Warehouse, he finds a strange insect buzzing around his head. With a deft swat, he knocks it to the ground and squashes it under his boot. The resulting effect sends all the nearby zombies into convulsions, their heads eventually bursting. This could be helpful...

Capturing the Queen

There's a zombie playing host to a Queen insect parasite in every large gathering of zombies. They have a red glow on their necks and usually twitch with their arms in the air. Defeat this zombie to force the Queen parasite to fly out and quickly grab the Queen. (Frank will automatically put it in a jar.) It can now be used as a weapon to take out large groups of zombies at once by smashing the jar on the ground (press ● with the Queen equipped).

Up on the Rooftop, jump up to the ledge with the air duct and then crawl through to reach the Security Room. Inside, Frank finds Jessie and Brad attempting to secure a line out of the mall without any luck. Frank gives them the details of his helicopter ride coming in 3 days' time. Brad orders Jessie to keep an eye on the monitors while he goes for supplies. He and Frank are to retrieve Dr. Barnaby tomorrow morning. CASE 1 solved!

The next CASE will occur at 6:00AM.

CASE 2

September 20

From 6:00am

IMAGE IN THE MONITOR

The next CASE won't take place until 6:00AM inside the Security Room. Unless you've spent hours upon hours killing zombies, following Scoops, and solving CASE 1, you should still have plenty of time left to fulfill a few Scoops before you must return. Whatever you do, be back at the Security Room at or before 6:00AM, or the CASE will be lost and you'll never learn the truth behind the zombie outbreak. Exit out to the Rooftop through the air duct.

CASE WALKTHROUGHS

A Safe Alternative

There are two possible paths to the Warehouse on the Rooftop. The elevator to the right is still viable, although it's more than likely infested with zombies. The second route is a bit more manageable. It's around the Rooftop to the left. Locate the doorway in the back corner and use it to end up on a walkway above the Warehouse floor.

Scoop Opportunity!

Along the way, Otis calls Frank with yet another potential Scoop. He's located two Japanese tourists inside the Sir Book-a-lot (W205) bookstore, which is located in Wonderland Plaza. Since there's a second Scoop at Wonderland Plaza still pending - "Out of Control" - make a mental note of both locations and continue on.

Jump down onto the shelving in the Warehouse and drop to the ground floor near the hallway entrance; this leads to Paradise Plaza.

Scoop Opportunity!

Otis calls Frank with another Scoop. He's spotted a man near the supermarket in the North Plaza. Tackle this first since it's a bit out of the way of the other two. Set a Guide Arrow and get moving.

Scoop! Shadow of the North Plaza

Continue through the mall and follow the Guide Arrow toward the Scoop, which leads Frank back outside to Leisure Park. Make a dash through the throngs of undead, stopping to whack a few here and there as you see fit.

Back inside, it's clear that the mall's North Plaza is either undergoing heavy remodeling or is still under construction. According to Otis, there are a few stores worth visiting, including Crislip's Home Saloon (L2), the Huntin' Shack (N127), and Seon's Food & Stuff (L3). Pearly White's Photo (N101) is a good store to stop by and recharge Frank's camera Battery.

Before rescuing the Survivor, locate the Huntin' Shack on the Map and make a quick detour. Unfortunately, in order for Frank to access all the great weapons behind the store's counter, he first has to go through Cletus, the maniac guarding them.

Psychopath

The Madman with the Guns

As witnessed by the callous shooting of an innocent, Cletus isn't afraid to kill to protect his firearms. Close range hand-to-hand attacks against this Shotgun-wielding psychopath should only be used as a last resort; the brute picks Frank up over his shoulder and tosses him across the store most of the time.

Unfortunately, there's no perfect place to hide from Cletus's shots. Your best bet is to stand behind a Store Display for medium cover and wait out his volley. Cletus must reload after six shots; this is your opportunity to step out and fill him full of lead. Duck back behind a Store Display as soon as you get off two or three shots. Repeat this until you run out of bullets or fell the lunatic.

Drunken Photo

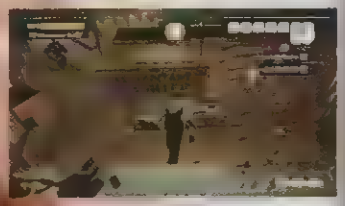
Whenever Cletus takes a swig of Wine, you have a quick opportunity to snap a photo for a ton of Prestige Points. Be quick about it though, as he only does so for a second and then returns to firing on Frank.

Cletus occasionally ducks behind the counter out of range of your shots, making him a frustrating and difficult target. Remain diligent and return to your hiding place behind the Store Display until he stands up, returns fire, and is forced to reload.

If Frank's health drops too much during the fight, quickly jump over and make a beeline for the area behind the right side of the counter. There are multiple bottles of Wine and one bottle can completely restore Frank's health.

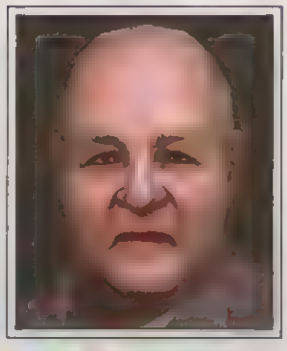
Grab a weapon from behind the counter if you run out of ammo during the battle. It's best to first lure Cletus over to the left side of the counter, then quickly run, jump over, and grab the Shotgun and/or Sniper Rifles on the rack.

Finally, if you run out of firearms and ammo, go in for the final kill with a strong hand-to-hand weapon. You should be able to get a hit or two before Cletus can execute his grab and toss. After a brutal fight, Cletus finally goes down and becomes zombie bait.



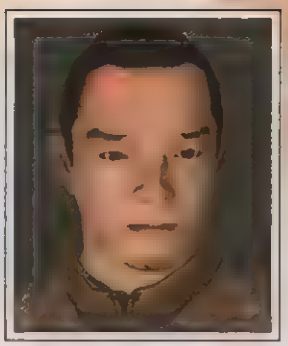
Grab what you came for—as many firearms as Frank can hold. This includes Shotguns and Sniper Rifles. Leave the Huntin' Shack and continue toward the Scoop once you're all geared up.

Continue to follow the Guide Arrow through the debris-filled hallway until you find David inside one of the unfinished storefronts. Besides being terrified, David has an injured leg that won't allow him to get very far on his own. Frank convinces David to join him by offering his shoulder for support.



Scoop! Japanese Tourists - A & B

With David supported on Frank's shoulder, set a Guide Arrow for the next Scoop, "Japanese Tourists - A & B" and head out. As long as Frank keeps moving with David in tow, the zombies won't have much luck grabbing either of them.



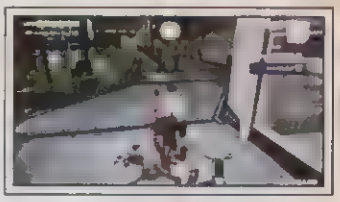
The Survivors are in the Sir Book-a-lot (W204) bookstore on the second floor of Wonderland Plaza. Continue to follow the Guide Arrow until you reach their location.

Lost in Translation

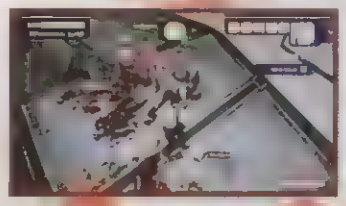
The Japanese Tourists, Shinji and Yuu, don't speak English and won't be able to communicate with Frank. This creates quite a quandary, but an easy one to solve. Locate the *Japanese Conversation* Book on the floor inside the store and hold onto it while speaking with them. It takes repeated attempts at talking with them to convince them to join and follow, but they eventually make the right choice.

Scoop! Out of Control

With David, Shinji and Yuu in tow, set a guide Arrow for the next Scoop, "Out of Control," which is located just off in the distance to the north. Exit the bookstore, stay on the second floor, and take a right.



Grab the Guns



There's a group of zombie cops lumbering in the hall just outside the bookstore. Before moving on, kill them all and take their Handguns; you're going to need them momentarily. It's also a good idea to equip Shinji and Yuu with them as well.

The ultimate destination for this Scoop is the Space Rider ride suspended above Wonderland Plaza. When Frank arrives, approach the console on the right side and press ● to examine it. Before Frank has a chance to try and shut it down, Adam, a demented, chainsaw juggling clown appears.

Seriously off his rocker, Adam has set the ride to continue nonstop, and forbids Frank from stopping it. In a very un-clown-like fashion, he also decides to attack Frank without provocation.

Psychopath

Crazy Clown Combat

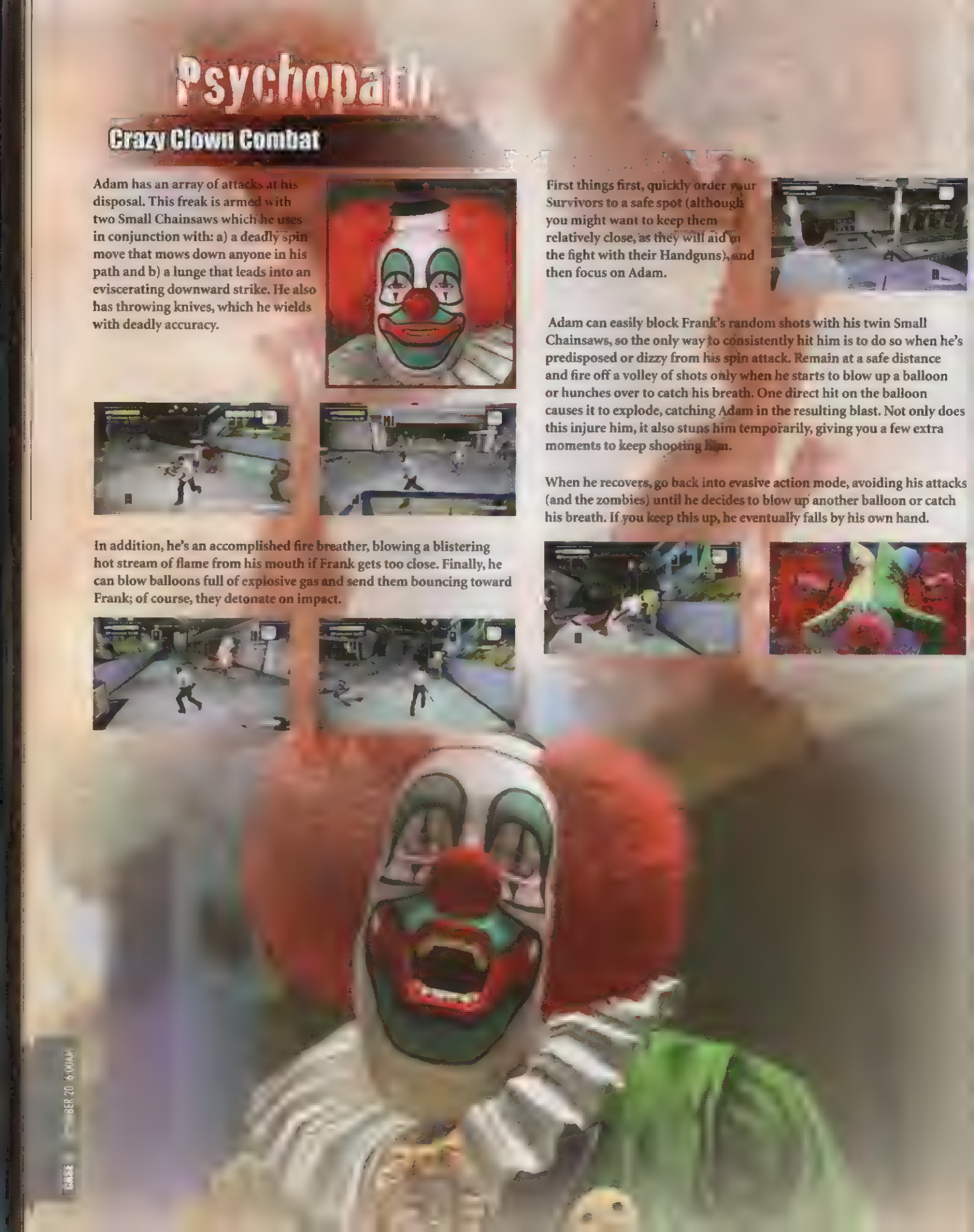
Adam has an array of attacks at his disposal. This freak is armed with two Small Chainsaws which he uses in conjunction with: a) a deadly spin move that mows down anyone in his path and b) a lunge that leads into an eviscerating downward strike. He also has throwing knives, which he wields with deadly accuracy.

In addition, he's an accomplished fire breather, blowing a blistering hot stream of flame from his mouth if Frank gets too close. Finally, he can blow balloons full of explosive gas and send them bouncing toward Frank; of course, they detonate on impact.

First things first, quickly order your Survivors to a safe spot (although you might want to keep them relatively close, as they will aid in the fight with their Handguns), and then focus on Adam.

Adam can easily block Frank's random shots with his twin Small Chainsaws, so the only way to consistently hit him is to do so when he's predisposed or dizzy from his spin attack. Remain at a safe distance and fire off a volley of shots only when he starts to blow up a balloon or hunches over to catch his breath. One direct hit on the balloon causes it to explode, catching Adam in the resulting blast. Not only does this injure him, it also stuns him temporarily, giving you a few extra moments to keep shooting him.

When he recovers, go back into evasive action mode, avoiding his attacks (and the zombies) until he decides to blow up another balloon or catch his breath. If you keep this up, he eventually falls by his own hand.



ID Card

Frank's reward for slaying Adam is an ID Card, which acts as a key to the Space Rider ride. This item can only be used to stop the ride.

Locate the console you spotted earlier and press ● when standing in front of it to shut it down. When it comes to a halt, a lone, dizzy security guard named Greg steps out. He conveys his thanks for Frank's help and offers to show him a shortcut back to Paradise Plaza.

Grab the two Small Chainsaws at the base of the ride (these are some of the most awesome weapons in the mall), make sure all the Survivors are in tow, and follow Greg.

Cut Them Down to Size

Stopping the Space Rider allows the zombies to congregate in great numbers around its perimeter. You can quickly clear a path through them by slicing and dicing with Adam's Small Chainsaws.

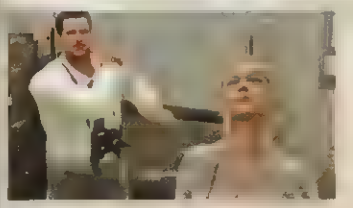
Greg leads everyone into the Women's Rest Room at the north end of Wonderland Plaza. Hop up on the sink to find the secret passage. Make sure everyone is with you and press ● to proceed.

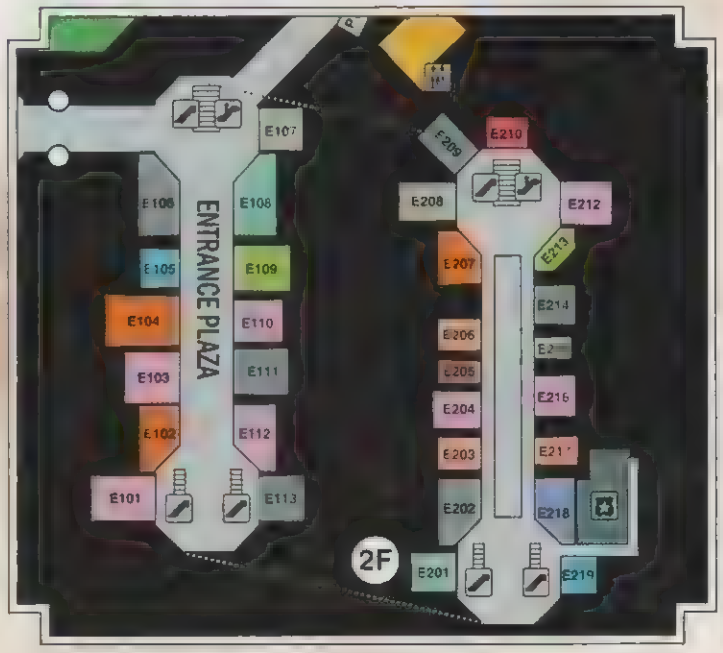
Set a Guide Arrow for CASE 2 once you reach the other side; it originates back at the Security Room. Follow the arrow to get there. The path should be somewhat familiar by now; it takes you through the Warehouse, up the elevator, and into the air duct. Be ready to deal with hordes of zombies along the way.

CASE 2-2
RESCUE THE PROFESSOR

The next CASE activates as long as you make it back to the Security Room by 6:00AM. Jessie spots someone dragging Dr. Barnaby through the doorway of the bookstore where he was holed up. According to Brad and Jessie, someone called Dr. Barnaby and told him to come to the mall before the outbreak happened. Whoever this person is, they believe he's the one responsible for the transpiring events.

The Professor's location is still in the center of Entrance Plaza, near the Everyone Luvs Books (E108) bookstore. There's not much time, so don't hesitate to set a Guide Arrow and make your way there.





A New Path

On the way to Entrance Plaza, Otis informs Frank that the shutters between Entrance Plaza and Paradise Plaza are now open, allowing Frank to circumvent Leisure Park and head directly there.

Enter the mall and follow the Guide Arrow south to get to Dr. Barnaby's location. Make sure and drop any zombie cops to take their Handguns; Frank will need the firepower in a minute.

Once inside Entrance Plaza, Brad saves Frank's life by knocking him out of the way of incoming fire, explaining that Carlito is armed with a Sniper Rifle on the walkway above. To complicate matters, the professor is tied up and dangling from the ceiling, just inches above the bloodthirsty zombies.

Psychopath

Shoot the Sniper

In order to save the professor, Frank must take Carlito out from his position above. Quickly make a dash for the escalator and head up to the second level.

Brad should keep Carlito occupied, allowing you to get Frank within shooting range. Position Frank behind a column, get a bead on Carlito with a firearm (if you grabbed a Sniper Rifle from the Huntin' Shack earlier, now would be a great time to use it), and take aim at his head. Wait until Brad has gotten Carlito's full attention before taking your shot.

Carlito takes evasive action when hit. Keep a bead on him and continue to fill him with bullets; he won't have much of an opportunity to recover and return fire. If he does, quickly take evasive action of your own and run into a store or behind a column. When it's safe, peek back out resume your attack.

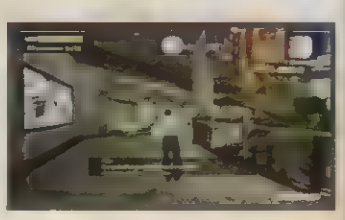
Sniper through a Window

If you can manage it, enter a storefront with glass windows and break them out, pinpoint Carlito's location, and snipe him from afar. He won't be able to get a bead on Frank's location, but you can continue to shoot him without risk of return fire.

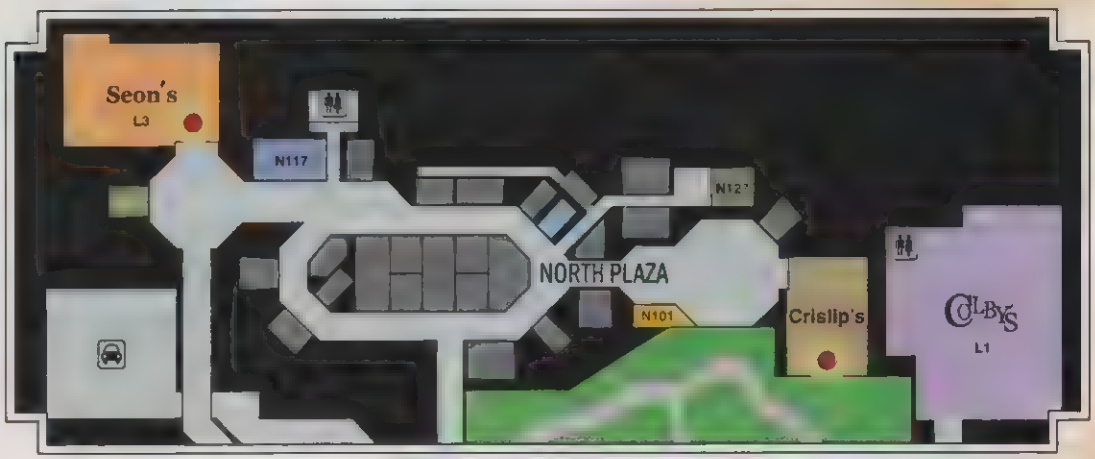
You're forced to resort to hand-to-hand combat when Frank runs out of ammo. Hopefully you have a strong weapon, such as the Small Chainsaw, still in his inventory. If not, locate Ned's Nicknackery (E205) antique store and break a display to grab a razor sharp Katana or hefty Battle Axe. After a few hits, Carlito is down—but not out.

Scoop Opportunity!

During the firefight, Otis most likely contacted Frank to inform him of a new Scoop opportunity. There is a couple located inside Run Like the Wind (W201) on the second floor of Wonderland Plaza. It's a Yellow Scoop, meaning there is less than 6 hours to complete it, but the next CASE has less time to fulfill giving it priority. Frank will have to grab these two later



CASE 2-3 MEDICINE RUN



Brad gets shot during Carlito's escape, but he also manages to shoot Carlito before the wily intruder completely gets away. In no condition to help, Brad allows Frank to retrieve Dr. Barnaby and take him to the Security Room. Brad collapses from his wound upon returning and Jessie asks Frank to retrieve some medicine to relieve the fever and infection.

According to Otis, Frank can find the medicine at the Pharmacy inside Seon's Food & Stuff (L3); it's located in the northwest corner of the North Plaza. Set a Guide Arrow and move out. The shortest path is through Leisure Park. Make a beeline through the zombies and follow the Arrow until Frank arrives at the supermarket in the North Plaza.

Scoop Opportunity!

Inside the supermarket, Otis calls to inform Frank the location of the Pharmacy entrance, which is between the butcher and seafood counters in the back. He also calls to tell him about another Scoop opportunity. There's a Machete-wielding madman located close by inside Crislip's Home Saloon (L2). Keep it in mind and continue to head for the Pharmacy door.

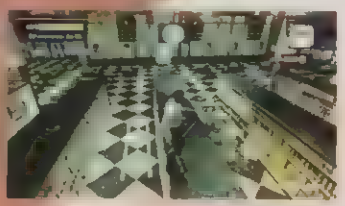
The sound of a shopping cart whirling by catches Frank's attention. When he finally encounters the person pushing the cart, it isn't a pleasant sight. Steven, the crazed store manager, is holding a beautiful woman inside the cart which is rigged with an assortment of bloody razor sharp blades.

Psychopath

Supermarket Slaughter

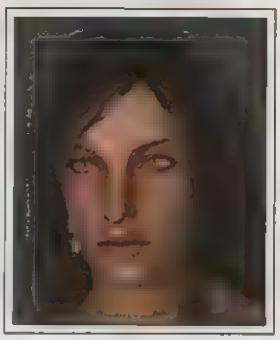
Frank's going to have to deal with this psychopath before Frank can even think of retrieving the medicine for Brad. As soon as you have control over Frank, leap up onto on of the aisle shelves to get out of the way of Steven's Cart of Death, which is barreling down Frank's path.

Steven also has a Shotgun to pick off would be shoplifters from medium range. Don't give him the opportunity by lingering too long on top of the shelf. Instead, drop into an opposite aisle and make a run for the checkout counters.

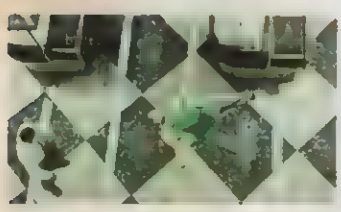


The checkout counters are your best bet for survival and defeating Steven. They act as barriers between Steven and Frank, allowing you to safely shoot him from the other side. Not the brightest bulb in the pack, Steven will unsuccessfully attempt to ram Frank from the other side of the counter. Continue to shoot him until he dies. If you run out of ammo, pick up a Cash Register and toss it at him, then go in for the kill with a strong hand-to-hand weapon.

Eventually, Steven is defeated and the girl comes to. Frank recalls her from the other day before the zombies were let in the mall and offers to help her, but she refuses. Angry and upset, the mysterious beauty runs off, but not before mentioning the words, "Santa Cabeza."

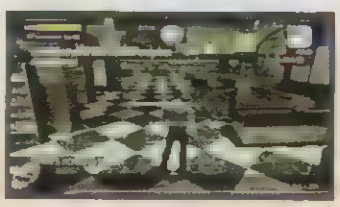


Enter the doorway between the butcher and seafood counters. Follow the hallway to the Pharmacy and use the Pharmacy Key on the locked door. A First Aid Kit is inside and just what Brad needs. Grab it and exit the supermarket.



Pharmacy Key

Frank receives the Pharmacy Key from the Steven's corpse. You need this to unlock the door to the Pharmacy and retreve the medicine.



Scoop! The Hatchet Man

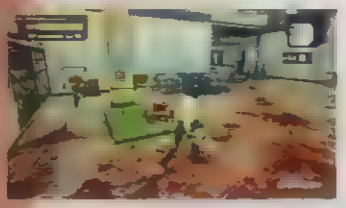
Even though this Scoop has more time left than the others, it's close to Frank's current location. Set a Guide Arrow for Crislip's Home Saloon (L2) and start running, hacking and slashing in that direction.

Psychopath

Flashback Nightmare

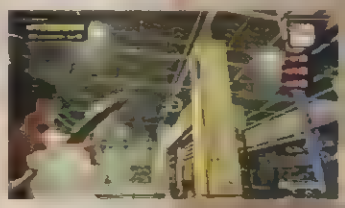
Inside, Frank enters a hellish nightmare. There are slabs of headless human bodies hanging from the ceiling. Cliff, a large, Machete-wielding man appears from the back of the store. It seems he's having some sort of post 'Nam flashback and thinks Frank is the enemy.

As soon as you have control over Frank, locate Cliff and hit him with your strongest weapon for a few melee strikes, then get away before he can retaliate with his Machete. He doesn't stick around for long before retreating down into an access tunnel in the floor.



Cliff reappears on top of the shelving units. Follow suit and use the stacked boxes at the end of a shelf to climb up and scan the area above to locate him. When you spot him, switch to a firearm and start shooting, even when he drops to the ground and heads for the next access tunnel.

Stay on top of the shelving units for as long as you have ammo for your firearms and continue to sweep the area above, and below, while targeting and firing on him. When you run out or must resort to using a close-range weapon, such as a Shotgun, drop down and sweep the area from below.



Be careful when on the ground; Cliff can sneak up on Frank from behind and impale him with his Machete.

Cliff also drops flares and pipe bombs to make things a little more interesting. If Frank gets too close to a flare, it makes him stop and cough, leaving him open to attack. Frank's predictably sent flying if he's next to a bomb when it explodes.

Stay focused and watch and listen for Cliff's movements, then go in for the attack when you've located him. A few more direct hits from either above or below should end the battle.

Cliff eventually expires. As he gasps his last few breaths, he hands Frank a card case containing a picture of his family, explaining his current state of mind.

Empty Store Key

Cliff leaves behind an Empty Store Key. This card case contains a picture of Cliff and his beloved family, along with a key. It comes in handy later.

Scoop Opportunity!

During the battle with Cliff, it's likely that Otis called with yet another Scoop. According to him, there's a frightened man in Al Fresco Plaza, located somewhere inside McHandy's Hardware's (A105) home and garden section. He'll have to wait however, as there are more immediate items on Frank's agenda at the moment.

Leave the Others Behind – For Now

There's a store immediately to the right of Crislip's with a trio of Survivors inside, but there's no time to use the Store Key on the locked door and retrieve them. They'll stay safe and can be retrieved later.

Even though there are multiple Scoops still available, Brad's medicine is likely running dangerously short. Forego the others for the moment, and return to the Security Room as quickly as possible. The path through Leisure Park is the fastest route available. When Frank reaches the Security Room, enter the Janitor's Room and speak with Jessie, who thanks him for the medicine, thus officially closing CASE 2.

The next CASE will occur at 11:00AM.

CASE 3

September 20

From 3:00pm

CASE 3-1: THE PROFESSOR'S PAST

The next CASE officially begins at 11:00AM. Depending on how much time you spent on CASE 2 and the various Scoops Otis has been calling out, there may not be much left to fulfill the remaining Scoops. Check the Scoop Gauges and weigh your options before heading out. Whatever you do, make sure you return to the Security Room on or before 11:00AM, or the true story is forever lost.

CASE WALKTHROUGHS

Scoop! Lovers - A & B

Set a Guide Arrow for the Survivors at the Run Like the Wind (W201) shoe store in the Wonderland Plaza and move!

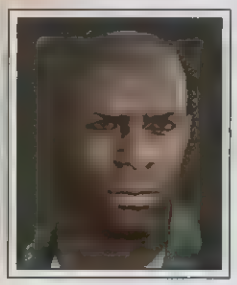
Bathroom Break

Don't forget that there's a shortcut leading from Wonderland Plaza to Paradise Plaza inside the Women's bathroom. Taking it allows Frank to get to the Survivors inside the shoe store at Wonderland Plaza in record time. Locate the restrooms on the Map and go for it.

Just Like New!

As Frank makes his way toward the two Survivors, his path takes him by the Space Rider. Take a quick moment to run up the set of stairs and grab another Small Chainsaw on the ground near the console. These things come in handy, especially if Frank is carrying the *Criminal Biology* and *Engineering* Books, which allow them to last up to three times as long as normal.

Frank finds two Survivors, Tonya and Ross, when he arrives at the Scoop destination. They're toward the back of the store. However, Ross was shot protecting Tonya. It takes a lot to convince both of them to come with Frank (Ross is so badly hurt that he can't walk), but they eventually agree. Unfortunately, Frank must carry Ross on his back. Give Tonya a weapon and head out.



Weapon Longevity

When given to a Survivor, weapons that are about to break or run out of ammo (indicated by their flashing icon in the Weapon Slot) will not do so. This is a good way to lengthen the life of a strong weapon, such as a Chainsaw or Shotgun.

With Ross on Frank's back and Tonya in tow, return to the Women's restroom in Wonderland Plaza and take the shortcut to Paradise Plaza. They appear on the other side as long as both Tonya and Ross are inside the bathroom when you go through.

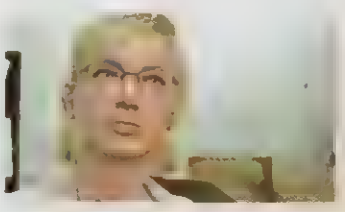
Rescue Pamela and Heather!!!

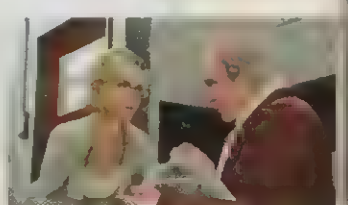
While on your way back to the Security Room, listen closely for someone screaming out for help. There's a woman named Pamela who's being mobbed by zombies in front of the Child's Play (P102) toy store and her sister, Heather, can be found inside. Wade into the mob of undead with a strong weapon and save Pamela (be careful not to injure her in the process), talk to her to get her to join the group, then run inside and do the same for Heather. Make sure to keep an eye on Tonya and Ross, as you don't want them to die while saving the other two.

Ensure all four Survivors are in tow and quickly return to the Security Room via the doorway next to Cam's Camera (P115) to kick off CASE 3.

The plot thickens when Frank mentions the girl in the super market and the words "Santa Cabeza." Jessie attempts to get information from Dr. Barnaby, who is now awake, but he's belligerent and refuses to speak with Frank around. On his own, Frank decides to track down the mysterious girl. CASE 3 solved!

The next CASE will occur at 3:00PM.





CASE 4

September 20
From 3:00pm

ANOTHER SOURCE

The next CASE officially begins at 3:00PM. You should have enough time to sniff out a few remaining Scoops before having to return to the Security Room to kick it off. Remember Kent, the smug photojournalist? Frank only has a few minutes to reunite with him at Colombian Roastmasters (P202) inside Paradise Plaza.

CASE WALKTHROUGHS

Scoop! Photo Challenge

This is an on-going Scoop that began back when Frank first entered the mall. At that point in time, Kent told Frank to go out and take some photos to prove how good he was. Of course, the most important photo for this sleaze ball is a shot featuring Erotica. Hopefully you've already snapped an erotic picture that earned at least 750 PP or more. If not, enter the safe room with the blue door inside the Security Room and locate Sophie (she's wearing a jean skirt and multi-colored stockings). She'll move into a corner of the room and lay on the ground, revealing a provocative angle for Frank's lens to capture. Center the shot in the viewfinder, zoom in close, and snap the pic.

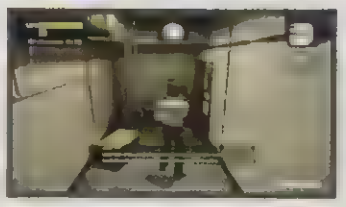
Picture Viewer

You can view the pictures you've taken at any point by pausing accessing the Picture Viewer Menu from the Pause Screen. Once in the Picture Viewer Menu, highlight a picture to find out the amount of PP and Genre, which appears in the Data Window along the right hand side of the screen.

As soon as you've secured your picture, set a Guide Arrow and quickly head over to the Colombian Roastmasters (P202) café on the second floor of Paradise Plaza.

Scoop Opportunity!

Along the way, Otis fills Frank in on another Scoop. He's located a rather rotund fellow that was seen entering Jill's Sandwiches (P104) inside Paradise Plaza. He can wait just a bit, as there are a few pending Scoops with less time.



Kent will show as long as Frank is at the Colombian Roastmasters on or before noon. He wants to see Frank's best shot. Speak with him and the Picture Viewer automatically opens. Select the most provocative photo in Frank's inventory (make sure the genre is labeled "Erotica" and that it is for 750 PP or more) and press A.

Kent looks disappointed. He challenges Frank to meet him back at the same spot on the 21st at noon for one more contest. Unfortunately, it looks like you haven't seen the last of this creep.

Scoop! Restaurant Man

There should be still another two Scoops left to go, "The Restaurant Man" and "The Coward," as well as the beginning of CASE 4, which starts at 3:00PM. Keep an eye on the clock and set the Guide Arrow for the closer of the two Scoops. It's located at Jill's Sandwiches (P104) on the ground floor only a few stores away.

Who's Hungry?

Before embarking for Jill's, grab a food item from Colombian Roastmasters. There are a few Pies on the counter, as well as Orange Juice in the refrigerator section. *Don't eat them!* Frank's going to need at least one of them in just a moment.

Ronald is inside Jill's Sandwiches; he's a very hungry, gluttonous man who "needs" some food. Hand over the Pie or OJ to make him happy... very happy. (Snap a photo of the moment for some hefty PP.) He agrees to join Frank when he finds out there's even more food in the Security Room.

Scoop! The Coward

Time's wasting, and this Scoop is most likely getting dangerously close to being missed. Set a Guide Arrow for McHandy's Hardware (A105) in Al Fresca Plaza and hit the ground running with an armed Ronald following close behind.

Once inside McHandy's, locate Gordon cowering behind the counter in the back and have a word with him. Apparently, he's too scared to move and no amount of cajoling is going to get him to budge. It looks like it's going to take something a little stronger to force him to get moving. Grab one of the boxes behind the counter and throw it at him. One hit gets him moving. Speak with him a second time to get him to follow Frank.

Grab a Chainsaw for Frank and arm Gordon with something a little more manageable, such as a Lead Pipe or Shovel, then set a Guide Arrow for the Security Room and CASE 4, "Another Source." It should be starting shortly.

Psychopaths

The Raincoat Cult

Back inside Paradise Plaza, Frank stumbles on a bizarre ritual taking place in front of Colby's Movieland (L1.. A clearly deranged priest is preaching his own brand of crazy, and it looks as if he's garnered quite a few of cult followers. The Cultists force a helpless girl inside a crate and just before the priest sacrifices her, he spots Frank and orders his blood spilled.

Save the Boys First

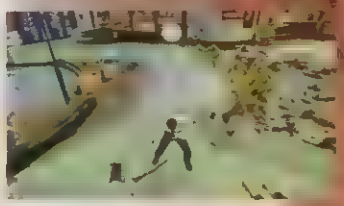
Before you take on the Cultists, make sure that [illegible] are safe. Locate their position, clear any zombies nearby, order them to follow, and send them into a storefront where the zombie population is small or nonexistent.

Not only are there a bunch of them, but these Cultists are extremely deadly and have a range of attacks at their disposal. They carry sharp daggers that they stab, slice and charge with, cutting through Frank's flesh like butter. They also are equipped with sticks of Dynamite. When you see one hold his hands up in the air, take evasive action; he'll inevitably charge and latch on to Frank, trying to blow him up. If one does grab Frank, shake him off, and run away to avoid the explosion.

Blow 'Em up Good

You can use the Cultists' suicidal tactics against them by leading the charging explosive maniac near the pack, allowing him to grab Frank, and then shaking him off. When he explodes, he takes a bunch of the creepy foes with him.

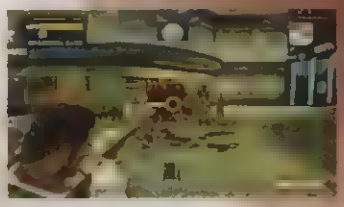
Finally, the Cultists carry some sort of noxious powder that they throw at Frank. If it comes into contact with him, it can temporarily stun him and give the Cultists a chance to grab him. Of all their attacks, this is the most important one to avoid.



Spirited Away

If Frank is stunned by the powder and nabbed, the Cultists will drag him away and the chance to save the girl, Jennifer, is lost. When he comes to, Frank finds himself stripped to his [illegible] a small storage room with [illegible] must fight his way through [illegible] room and obtain a Passcode.

Grab whatever weapons yo[illegible]n Stepladder nearby) and [illegible] of Cultists. A Sword is on th[illegible]ft altar, grab it and continue to kil[illegible]hed and the Passcode obtained f[illegible]body. If you're fast enough, you m[illegible]e through the door[illegible]and make it back to Paradise [illegible] Ronald and Jo[illegible]



Use firearms and fight from medium to long range to avoid getting captured by the Cultists. The Shotgun and Handgun are good choices. Pick them off from a safe distance. If you have to get close, use a strong weapon, such as a Bench, to mow down a bunch simultaneously. Frank earns 500 PP for each Cultist killed.

Help Jennifer out of her imprisonment once all the Cultists surrounding the crate are defeated. Press ● to release her. As soon as she joins Frank and the others, gather them up and return to the Security Room. Get there before 3:00PM to start the next CASE. Beware of even more Cultists standing in their path along the way.

CASE 4-2 GIRL HUNTING

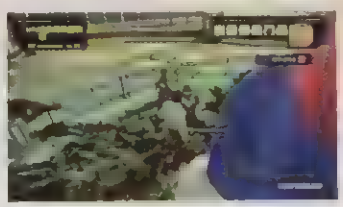
Back inside the Security Room, Frank spots the mysterious girl entering Seon's Food & Stuff (L3) over in the North Plaza. Even though there's plenty of time to solve this CASE, there are some more pending issues to address. Frank's next destination should be Wonderland Plaza via the shortcut in the Women's restroom in Paradise Plaza. Along the way, not only does Frank have to contend with the zombies, but there are even more Cultists mingling in with the undead.

When Frank arrives, he finds two people, Nick and Sally, hanging from the statue with literally hundreds of zombies shuffling around underneath waiting for them to lose their grips and fall. Use a strong weapon (don't forget that there's a Small Chainsaw at the base of the Space Rider nearby) on the zombies and start clearing them out.

Hanging on for Dear Life

Head south toward the Food Court once you're inside Wonderland Plaza. Listen for the sounds of people crying out for help; they're coming from the large bunny rabbit statue situated in a play area next to Estelle's Fine-Lady Cosmetics (W110).

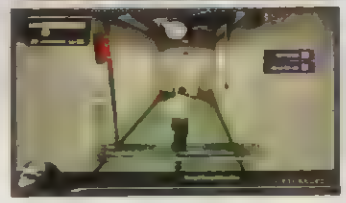
Once all the zombies inside the perimeter have been eliminated, pick up a dropped Hunk of Meat and throw it at each of the hanging Survivors, knocking them loose. Speak to each of them and get them to join Frank.



There's still plenty of time left on the clock, so the best thing to do is to ensure Nick and Sally's safety by escorting them back to the Security Room via the Women's restroom. Return to the mall once they've been dropped off.

Scoop Opportunity!

Along the way, Otis calls Frank with two Scoops in a row. The first is a female cop entering the Lovely Fashion House (W208) on the second floor of Wonderland Plaza. According to Otis, she's got another girl with her. The second is a poor soul who is pinned down by Snipers inside Estelle's Fine-lady Cosmetics (E210), also on the second floor of Entrance Plaza. Both are blue Scoops, but make the first in Wonderland Plaza your priority



Set a Guide Arrow for the Scoop "Above the Law" and, as before, return to the Women's restroom to take the shortcut back to Wonderland Plaza. Once there, follow the arrow to the Lovely Fashion House (W208) where Frank finds he's arrived just in time to stop a crazed, butch cop take advantage of a group of young ladies.

Psychopath

Spread 'Em! - The Killer Cop

Once the battle begins, Jo, the hefty cop, chases after Frank with a Stun Gun. Frank instantly falls to the ground in convulsions if she gets close enough to use it on him.

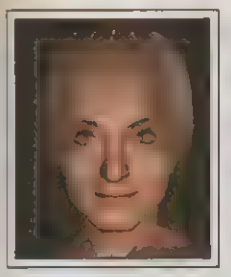
Jo can also pistol whip Frank if she gets within striking range, taking off a few bars of health in the process. Finally, she also uses her Hand Gun to shoot at Frank when she begins to take damage.

The best strategy for beating Jo is to outrun her, putting some distance between her and Frank. Establish the buffer and then quickly turn around, attack with a firearm, and start running away again.

As usual, if (and when) Frank runs out of ammo, resort to a strong close-range weapon, such as the Small Chainsaw, and go in for the final kill. Jo finally drops like a lead stone, and dies a disturbing death.

Handcuff Key

o leaves a Handcuff Key behind, which Frank can immediately put to use to unfasten the cuffs of her four prisoners.



Take a few moments to unfasten all of the girls' handcuffs. Lilly, Janet, Kay and Kelly all join Frank's group once they're freed. Arm Kay (she's the only one who doesn't want to hold Frank's hand) and quickly lead/pave the way back to the Security Room via the shortcut in the Women's restroom.

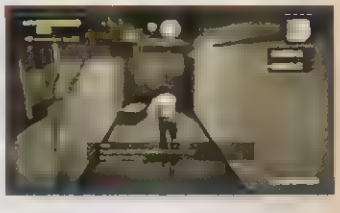
Head back out to the mall as soon as the ladies are secure and head toward Entrance Plaza for a few more Scoops. Time is ticking away, but Frank should still have time left on the clock if you've been diligent.

Got Sniper?

Hopefully, Frank still has a Sniper Rifle in his inventory. If not, make sure to grab at least one or two Hand Guns off the nearby zombie cops before entering Entrance Plaza.

Scoop Opportunity!

Along the way, Otis calls Frank with another two Scoops in a row. The first is a man inside Ned's Nicknackery (E205) on the second floor of Entrance Plaza. He's suspiciously calm. The second is about a lady located in Gramma's Kids (E105) on the first floor of Entrance Plaza. Since all three active Scoops are in the same part of the mall, and there's still some time left before Frank has to get to the supermarket for the on-going CASE, make Entrance Plaza Frank's next destination.



Scoop! Mark of the Sniper

When Frank reaches Entrance Plaza, he's caught in the crosshairs of a Sniper Rifle. A father and his two sons are preparing to shoot him dead from the second floor.

Psychopath

Family Business

Take cover from the sniper fire as soon as you gain control by ducking behind a column. Wait a moment until there's a break in the fire, then make a break for the escalator and run up to the second floor.

Scoop Opportunity!

During this battle, Otis may contact Frank with an odd request. Apparently, Ronald, one of the bigger Survivors back in the Security Room, is hungry and wants more food. If Frank doesn't return with some soon, Ronald is going to take a group of other Survivors with him and venture back out to the mall. Since this is a blue Scoop, it can temporarily be put on the back burner while Frank takes care of the current business at hand

Locate the Snipers' locations. All three men, Jack, Roger and Thomas, should be in front of Special Gifts (E206) on the second floor. Instead of firing on them from the open, run into the In The Closet (E214) store across the way, break out the window, and train your Sniper's scope on each of their heads. Start firing.

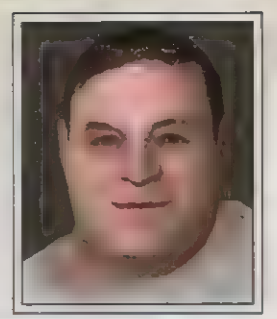
Sniping

Firing the Sniper Rifle and using its magnifying scope is similar to shooting photos with the camera. Hold down L to pull up the scope and then use B and A to zoom in and out. Press R to fire

Snipe all three men from inside the store. Each time you shoot one, wait a moment for him to move and change position. If you attempt to fire a second time, it's extremely likely that you'll miss and waste a shot. It's possible that they'll target Frank and retaliate, but chances are they won't be able to get a bead on him from his position inside.

Concentrate on sniping one family member at a time. This way, you can collect their Sniper Rifles when they die in order to replenish your ammunition stores. If you do run out of ammo and have no way of sniping any longer, switch to another firearm or strong weapon, use the columns around the railing for cover to get close to them, and blast/hack away.

Once all three men have been killed, run over to Estelle's Fine-lady Cosmetics (E210) and speak with Wayne huddled in the corner. After a little coaxing, he agrees to join Frank.



Feed Me!

Don't forget about Ronald's request for sustenance. If he doesn't get food quickly, he's going to take a bunch of Survivors out into the mall to forage. Make sure you locate and grab any type of food item you see before leaving Entrance Plaza.

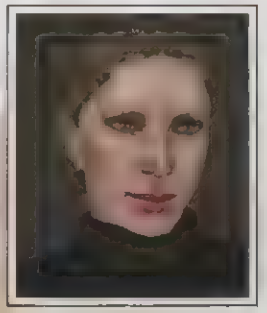
Scoop! Antique Lover

Now that the human threat is out of the way, give Wayne a weapon and set the Guide Arrow for the next Scoop, "Antique Lover," located at Ned's Nicknackery (E205).

Frank finds Floyd inside the store; he's a real antique lover who would rather die amongst the antiquities than try to survive among the zombies. It takes some serious coaxing, but the old man finally agrees to join him. However, this means Frank is going to have to carry him.

Scoop! The Woman Who Didn't Make It

Set a Guide Arrow for the final Scoop in Entrance Plaza. It's located down on the first floor inside Gramma's Kids (E105). Inside, a woman named Jolie is distraught about her friend Rachel, who was left behind on the second floor in the store Ladies' Space (E216). Frank tells Jolie to wait where she is while he goes and checks on Rachel. However, she decides she would rather come with him.

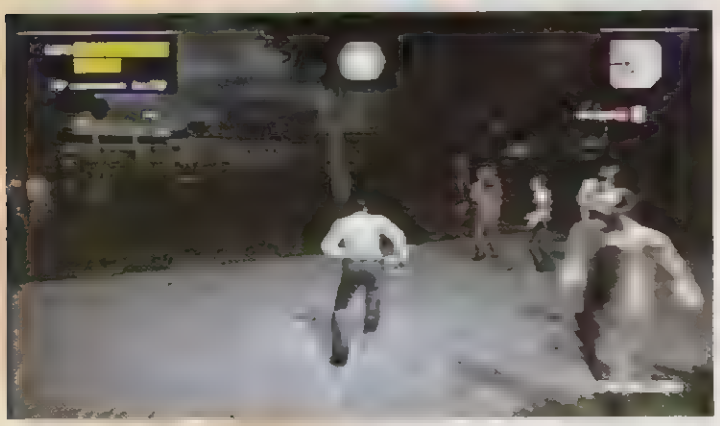


Locate Ladies' Space on the Map, then take the escalator up to the second floor and run to the store where Rachel is holed up. Once the two ladies have been reunited and Rachel has joined the group, quickly bring all of the Survivors back to the Security Room.

Ronald's Appetite

As long as Frank is in the Security Room, quickly locate Ronald, inside the room with the blue door and speak with him. He's ready to bust out with the rest of the Survivors for more food, but you can avert this mutiny by giving him some of your own. Offer him whatever food item you have in Frank's inventory to take care of business, save your game, set the Guide Arrow for then leave for the North Plaza and get moving.

There's likely not much time left to get to Seon's Food & Stuff (L3) to flesh out the CASE, so don't waste a second. Quickly set the Guide Arrow for the North Plaza and get going. The quickest path is through Leisure Park. Do your best to avoid any contact with zombies or Cultists to maximize every second.



Psychopath!

Motorcycle Murder

Frank runs into the mysterious girl once again as he arrives at the entrance to Seon's Food & Stuff (L3). As usual, she runs off before he can speak with her. However, this time, she jumps on her motorcycle and bears down at him at top speed—this can't be good.

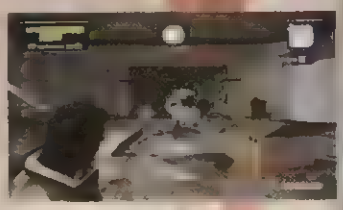
Stock Up on the Big Guns

Once inside the North Plaza, take a quick detour and stock up on firearms at the Huntin' Shack (N127). Refer to the Map for its exact location, if need be.

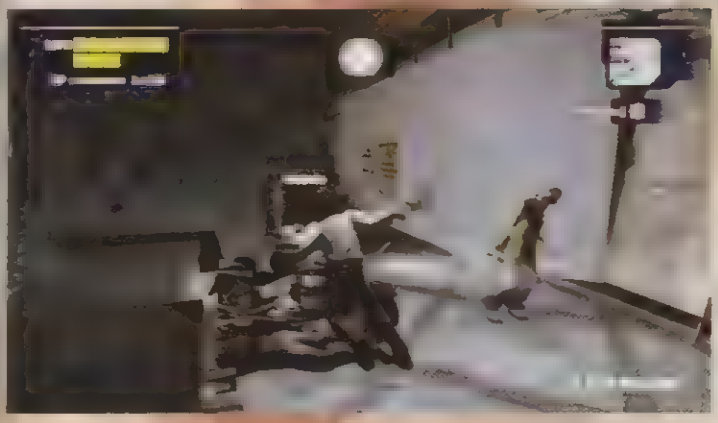
The girl, Isabela, attacks Frank by trying to run him down. Get him to higher ground. She can't ride on top of crates or scaffolding, but she pulls out a Handgun and begins shooting at him.

This doesn't mean that Frank isn't entirely helpless. The fountain under construction underneath the scaffolding in front of the grocery store has a small wall around it, which keeps Isabella from getting in with her bike. Jump inside, get a bead on her with a Shotgun, and start firing.

She can - and will - fire back, but the chances of Frank getting hit in here are much less than if he was outside the fountain. Be watchful for meddlesome zombies sneaking up from behind though.



Isabela occasionally rides away. To save time, you can opt to lure her back by following the guide arrow to her location. If Frank runs out of ammo, go in for the kill with a strong hand-to-hand weapon, but only do so when her health is very low or you have no other choice.



When Isabela finally goes down, she tries to escape yet again, giving Frank a run for his money. He pins her down and gets her to cooperate. She reveals some interesting information about Carlito. She promises to return at midnight in the empty store next to Pearly White's Photo (N101) camera shop in the North Plaza. CASE 4 is now solved!

The next case will occur at 12:00AM.

CASE 5

September 21

From 12:00am

CASE 5-1
A PROMISE TO ISABELA

Most likely, Frank is already short on time and won't have long before the next CASE begins (which is at midnight located back in the North Plaza). If there's an hour or more on the clock, this is the perfect opportunity to grab the Survivors in the Empty Store Room (they were left there by Cliff, the veteran) and return them to the Security Room. If there's anything less on that clock, it's best to grab them after the meeting with Isabela.

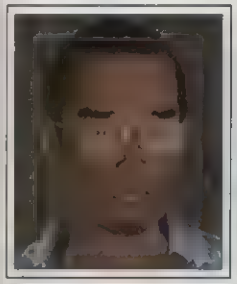
Ride Shotgun

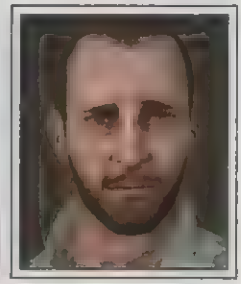
If you decide to escort the Survivors back to the Security Room before meeting Isabela, you might as well take advantage of her motorcycle, since she left it behind. Hop on it and mow down the zombie horde while driving to the area next to Crislip's Home Saloon (L2).

Driving 101

Vehicles are a great way to quickly travel from location to location, as well as to mow down hundreds of zombies without the danger of losing any health. Unfortunately, it's not possible to take most vehicles inside the mall, so Frank is mostly relegated to driving through the underground Maintenance Tunnels and across the lawns of Leisure Park. Press ● to accelerate and ● to brake and put the vehicle in reverse. Press ● to exit the vehicle; it must be stopped in order to exit.

The Empty Store and Those Left Behind





Remember the group of Survivors inside a small store to the left of Crislip's Home Saloon? If you recall from the battle against Cliff (the machete-wielding madman in the hardware store next door), he left behind an Empty Store Key. It can be used to unlock these doors.

Inside, Frank finds Josh, Barbara and Rich, who were locked up and left to die by Cliff. They're scared, but it doesn't take much to convince them that Frank is trustworthy and to join him. Arm them all and then head out.

Survival + Wrestling Books

In addition to finding the three Survivors, Frank also stumbles onto two new Books. The *Survival Book* boosts all Food Items' healing abilities by 100%. The *Wrestling Book* significantly boosts the power of bare-handed attacks.

This next part is up to you. If you feel there's enough time (at least half an hour) to return the group back to the Security Room, do so now. If not, wait it out and head over to the room next door to Pearly White's Photo (N101) where the meeting with Isabela is going to take place.

If you do opt to return with the Survivors to the Security Room, exit out of North Plaza and make a beeline through Leisure Park.

Scoop Opportunity!

Whether Frank heads back to the Security Room or not, Otis chimes in with a new Scoop. According to him, there's a group of freaks in raincoats gathered in Colby's Moveland in Paradise Plaza (L1). This is a blue Scoop, so there's plenty of time to come back to it in a bit.

Ensure that Frank is back in North Plaza and near the meeting spot by midnight. Refer to the Map for its exact location: just west of Pearly White's Photo (N101).

We'll Be Right Back

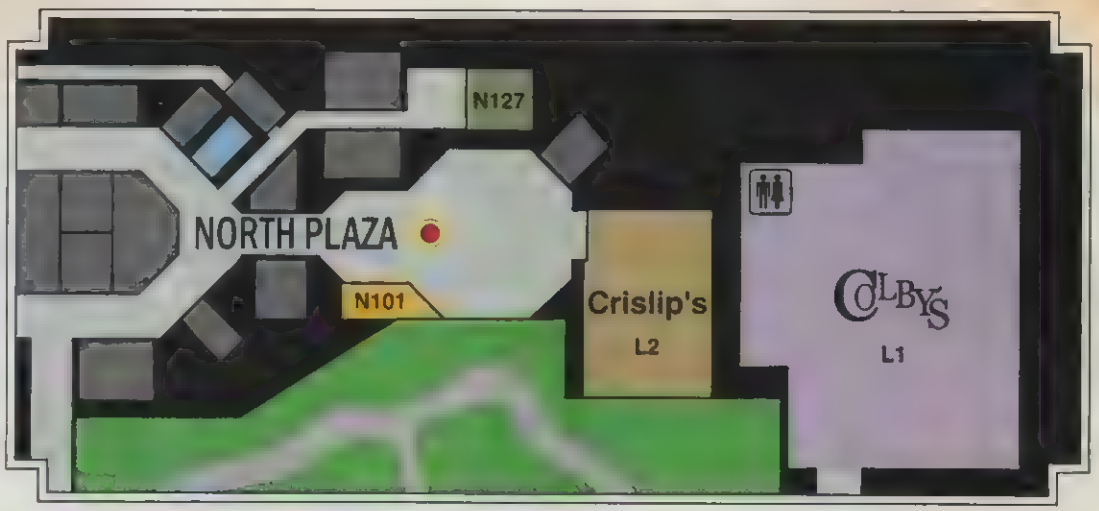
You may see a Shotgun-wielding man wandering the halls. He can take care of himself for the moment, especially since time is running short. Leave him be and return to him after the meeting with Isabela.

Don't waste any more time and enter the doors to the storefront where Isabela has agreed to meet Frank. She eventually appears, but she's in trouble—she's badly bleeding and there's a zombie on her tail.

Use a weapon and carefully attack the zombie while trying not to harm Isabela. A couple direct hits are all it takes to eliminate the bloodthirsty creature and save her life.

It turns out Isabela's injuries are not the result of being bitten by a zombie, but from her own brother. Before she can say much more, she passes out in Frank's arms.

CASE 5-2
TRANSPORTING ISABELA



Isabela's in need of medical attention and has to be taken back to the Security Room -quickly. As usual, set a Guide Arrow and head out through the mall. The fastest route is the way you came, via Leisure Park and into Paradise Plaza.

The Lone Survivor

As Frank exits the storefront, a Shotgun-wielding man named Kindell comes running up. Frank offers him solace in the Security Room. After some assurances, the skeptical Kindell decides to join.

Return to Paradise Plaza. Don't worry too much about Kindell (although if you have the other three Survivors from the Empty Store Room, keep an eye on their health and progress).

He's got a Shotgun and is pretty quick on his feet, so he should have no problem keeping up with Frank (especially with Isabela on his back).

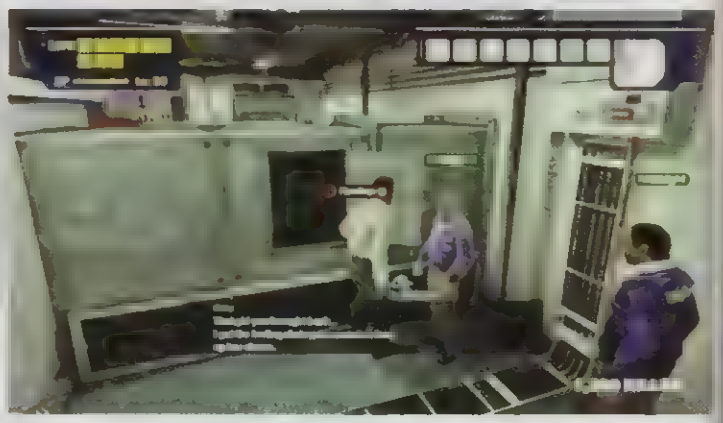
When Frank and company reach the air duct, Brad and Jessie are waiting. Frank fills them in on what he's learned: Carlito is the one responsible for the zombie outbreak, and that his plans are not over yet. Brad takes Isabela into DHS custody and plans to question her when she wakes up. CASE 5 is solved!

CASE 6

September 21
From 3:00am

CASE 6-1 SANTA CABEZA

The next CASE doesn't begin until 3:00AM. Depending on how fast or slow you've been playing, Frank should have a little time to go back out into the mall and take care of a pending Scoop. Don't hesitate; return to Paradise Plaza via the air duct and Warehouse.



Scoop! A Strange Group

It's time to take care of the the Raincoat Cultists and their leader, who are holed up in Colby's Movieland (L1) in the northeast corner of Paradise Plaza. Set a Guide Arrow and make your way over there now.

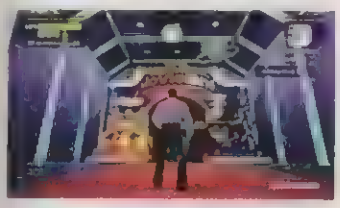
Scoop Opportunity!

As usual, Otis calls with a Scoop opportunity along the way. It seems that Floyd, one of the Survivors you escorted back to the Security Room, wants some Wine. He thinks it'll help calm the frayed nerves of the rest of the group. Put this one on the back burner for the time being and continue toward Colby's.

Grab Some Guns

There are two zombie cops located in the waterway near the windows looking out to Leisure Park, which is just in front of Colby's Movieland. Be sure to grab their Hand Guns, especially if Frank is out of firearms, and bring them inside the theater.

Enter into the theater and prepare for a bizarre encounter. In order to get into theater 4, where Sean, the crazy leader of the Raincoat Cult is, Frank first has to get through a large pack of his followers. Pull out a powerful weapon and go at it!



Inside, Sean is performing some kind of twisted ritual in front of a grotesque, disfigured mannequin. His unwilling participants are a quartet of young Survivors, gagged and bound to their seats. Frank interrupts his unholy ceremony once again, but this time he is going to do the dirty work himself. It's on!

Psychopath

The Raincoat Reaper

For an old guy, Sean is super fast and agile; he can jump, duck and dodge with ease, making him tough to evade and even tougher to hit. When Frank tries to shoot at him, Sean dodges the bullets nine times out of ten.

Sean also carries a huge Ceremonial Sword that he wields with surprising speed. If you let him get too close to Frank, he'll thrust, pierce, strike, and swing the sharp blade, sending Frank flying to the ground and inflicting great bodily harm.

The best way to combat this fiend is to use the mannequin at the base of the screen as a barrier between him and Frank, making it more difficult for the priest to make contact with his Sword. Hop up onto the small base and then break out a Handgun or strong weapon and start chipping away whenever possible.

Every so often, when Sean takes a solid hit or two, he buckles to his knees, giving Frank the perfect opportunity to get in some serious damage.

While this is not a foolproof plan, it's effective and allows Frank to take out this religious zealot in a quick fashion with the least amount of damage to himself. As soon as Sean goes down, he stumbles over to the mannequin and collapses, causing it to teeter over and fall, with gruesome results.

Religious Trinkets

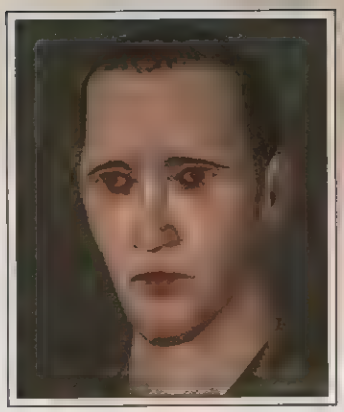
Sean leaves behind a trio of useful items. The first, the Movieland Warehouse Key, can be used on the door to the left of the stage. The second, the Ceremonial Sword, is a strong weapon; it's definitely a keeper (at least until it breaks). The final item is a Book on *Brainwashing Tips*. This Book helps escorted Survivors no longer fear death and readily jump into danger. Grab them all!

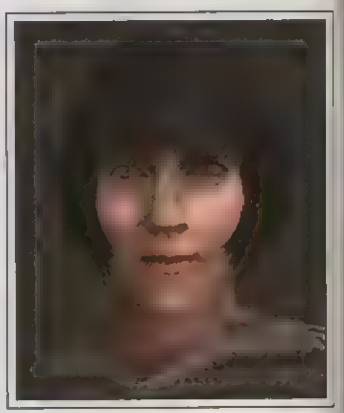
Lock Out the Cultists

Immediately run up and close the doors to the theater as soon as the battle is over, locking out the Raincoat Cultists in the process. This gives Frank time to untie all the Survivors without the risk of injury to them or Frank.

Open the Movieland Warehouse door to the left of the stage first, allowing Frank to rescue Cheryl, a scantily-dressed, buxom blonde the priest was keeping for sacrifice (or more like himself). All it takes is a little Frank West flirting to get her to join him.

Next, go about untying all of the remaining Survivors, which include Beth, Ray, Michelle and Nathan. Be sure and give them any extra weapons that Frank can spare.





Please Step Aside

Before opening the doors and letting the Cultists in, order the group of Survivors to move to an out of the way corner. This offers them a lesser risk of being attacked.

Come out swinging once the doors are open. Use a strong weapon and mow through the Raincoat Cultists as quickly as possible. Be cautious! They can still gas Frank and send him to the small room off Leisure Park.

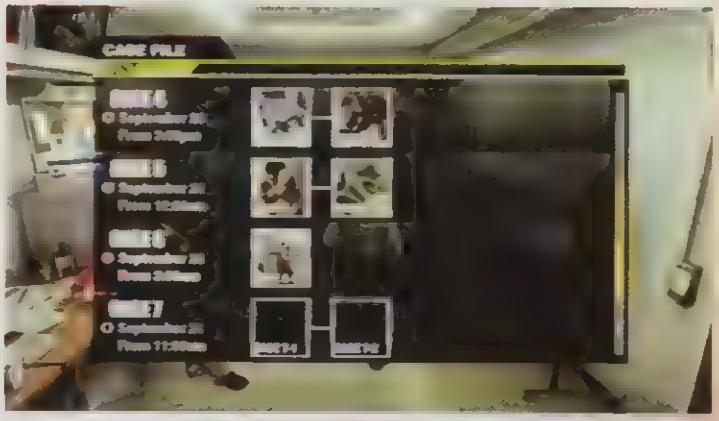
Vim and Vigor

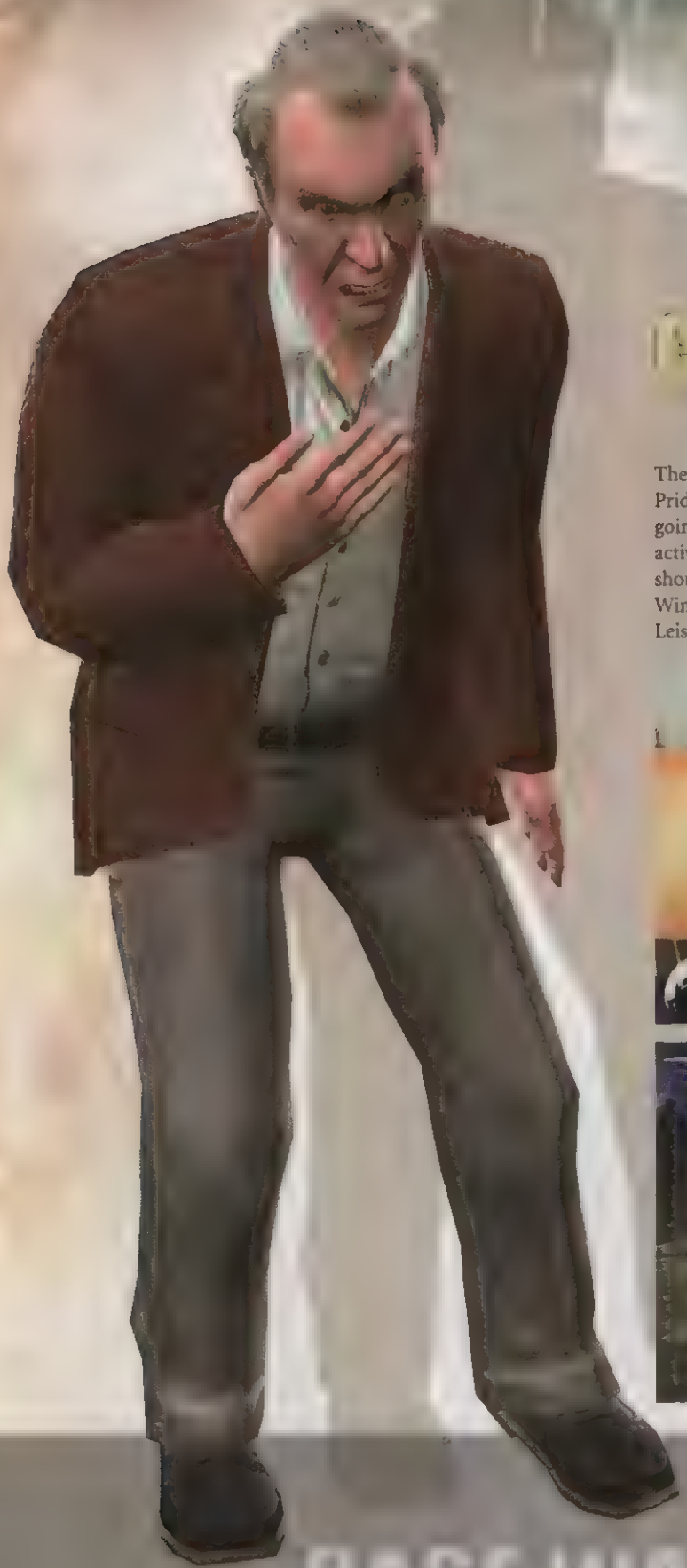
There's one other cool thing Frank can do to quickly wipe out the pack of Cultists beyond the doorway. Grab the Propane Tank from the Movieland Warehouse and set it next to the doorway. Next, let them in and quickly target and shoot the tank, sending bits of blood, gore and Raincoat Cultists flying through the air

There's likely not much time left before the next CASE is engaged. Quickly gather the troops and set out for the Security Room, which isn't too far away. This trek may be a tough one, as it's nighttime and the zombies are much more aggressive and in greater numbers than during the day. Stay just ahead of the Survivors and clear a path for them to follow.

Back at the Security Room, Brad interrogates Isabela. She explains that there was no drug trade in Santa Cabeza. The U.S. government created the story as a cover up for a research facility doing experiments on some kind of parasitic insect: a wasp that turned humans into zombies. Dr. Barnaby was the head researcher. The next set of events that unfolds reveals this to be the truth and cements the concept that the villagers of Santa Cabeza were accidentally infected and wiped out by the Army. Carlito's terrorism is in retaliation for the cover up! CASE 6 is solved!

The next case will occur at 11:00AM.





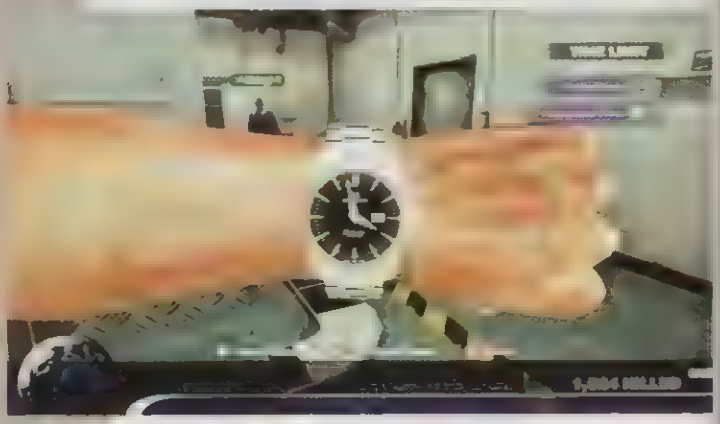
CASE 7

September 21

From 11:00am

CASE 7-1 THE LAST RESORT

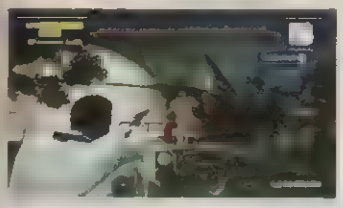
The next CASE does not begin until 11:00AM. Besides "Photographer's Pride" (which can't be accessed until 12:00PM), there are no visible on-going Scoops. However, even though "Floyd the Sommelier" is no longer active as a Scoop Gauge, it can still be fulfilled. Frank's next destination should be Chris' Fine Foods (F103) at the Food Court; there's definitely Wine there and that's what Floyd wants. Set out for the Food Court via Leisure Park to get there quickly.



CASE WALKTHROUGHS

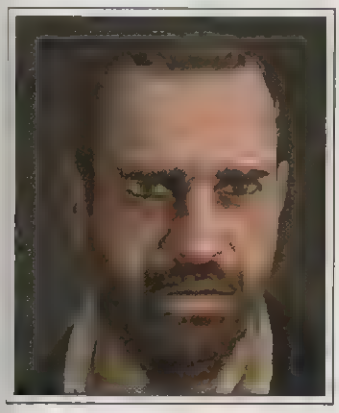
Time Off for Bad Behavior

Outside at Leisure Park, Frank discovers that a new set of prisoners has appeared. There isn't a ton of time to mess with them; however, if you want to rack up more PP and are feeling lucky, take them out as before during CASE 1. It certainly makes life much easier for Frank on his return trip.



Meet Gil the Drunk

You should hear the sound of drunken laughter coming from somewhere inside the Food Court. Run up the small set of stairs to the right into Chris' Fine Foods (F103) to discover a very inebriated man named Gil behind the food counter.



Speak with Gil who turns out to be extremely belligerent and doesn't want to heed Frank's advice. It seems like talking sense isn't going to work with this guy. Instead, unequip your weapon and use your pugilistic skills to knock this worthless drunk around just a little bit until he decides to talk to Frank again.

Even after another attempt at convincing him to come with Frank, Gil drunkenly declines. Perhaps a little reverse psychology is in order… Begin to leave, going as far as exiting Chris', and Gil has a sobering change of heart. As soon as he joins, offer him Frank's shoulder, set the Guide Arrow for the Security Room, and head back.

Make sure Frank picks up some Wine for Floyd before leaving Chris' Fine Foods with Gil (they are strewn all over the place behind the counter). Now that Frank has Gil and the Wine, hightail it back to the Security Room.

Scoop Opportunity!

While Frank was talking to Gil the drunkard, Otis likely chimed in about a potential Scoop. There's a young man with long hair holding a Molotov cocktail inside the Casual Gals (W102) clothing store in Wonderland Plaza. Make a mental note to hit it next after dropping off Gil and delivering the spirits to Floyd.

Scoop! Floyd the Sommelier

Back at the Security Room, take a quick moment to give Floyd his Wine. He's inside the room with the yellow door and near the couch inside the main hall of the Security Room. Giving him the spirits fulfills his request and earns Frank an extra 10,000 PP!

Willamette County Militia

Before heading over to Wonderland Plaza to investigate the man with the Molotov, a quick detour to the North Plaza via Leisure Park is in order. Before leaving, stop outside the air duct on the Rooftop to snap a photo.

Foolproof Proof

This may sound like an odd task, but by doing this now, you will save a lot of time backtracking. Before leaving the Rooftop for Paradise Plaza, stop and snap a picture of the air duct. Frank is going to need this shortly. Use the PP Sensor to ensure the shot is 100% perfect.

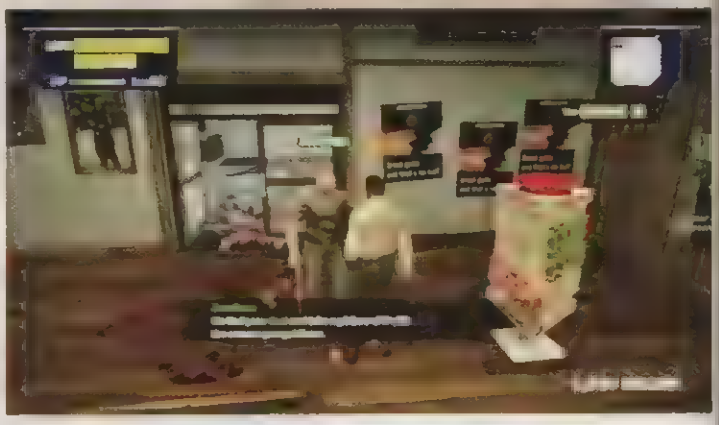
The PP Sensor

Located at the bottom of the camera's viewfinder, the PP Sensor can be used as a guide for getting important shots. Zoom in and out, center the image, and move back or forward to line up the shot correctly. When the Sensor reads 100%, the shot is good to take

Run through Leisure Park to reach the North Plaza quickly. When Frank is inside, return to the Huntin' Shack (N127). Inside is a trio of young militia who aren't asking questions and definitely not taking names. As soon as Frank steps foot inside the store, they unleash a barrage of non-stop fire.

In fact, Frank gets peppered with bullets so much, he can barely move let alone retaliate. The only option he has is to escape and retreat outside the store. When he does so, one of the militia, Brett, calls out for him to wait.

Jonathan, the leader of the group, wants to know what his business with them is. After explaining about the helicopter coming to pick everyone up and the air duct to the Security Room, they still remains skeptical and want to see proof.



Luckily, Frank's already snapped the photo and can offer it up right away. That's all it takes to get Alyssa and her partners to join up. Collect some firearms while Frank's in the neighborhood and set a Guide Arrow for Wonderland Plaza.

Trade Up!

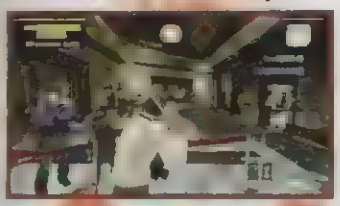
Brett has a nice shiny Machinegun. Why not trade with him by giving him another weapon you don't care so much about, such as a Hand Gun or Hunting Knife?

Scoop Opportunity!

Otis eventually chimes in with another Scoop opportunity. There's a sick man who needs help, located in Estelle's Find-lady Cosmetics (W110) in the Wonderland Plaza (which is not to be confused with the other Estelle's on the second floor of the Entrance Plaza)

Instead of taking the outdoor route through Leisure Park to get to Wonderland Plaza, head through North Plaza, following the southwest path. Refer to the Map every so often to ensure that Frank and company are going the right way.

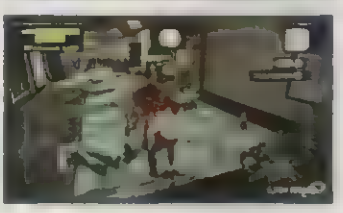
Behind the Velvet Rope

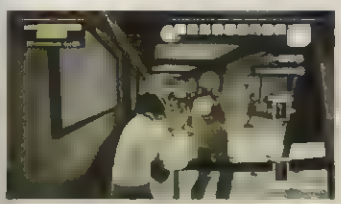


Frank needs to get the three Survivors into the roped off area to take the southwest path. To do so, point the cursor down the path beyond the rope and set a Goal Marker. They'll take a roundabout path through the large storefront to the right in order to get to the other side. Frank can follow suit, or just jump over the ropes

The Awesome Excavator

Arguably the coolest (and nastiest) weapon in the game, Frank can grab the Excavator on top of the scaffolding along the right side of the passage just beyond the next roped off junction. Hop up to the scaffolding and locate it. This powerful, two-handed weapon is an industrial strength drill that bores into a zombie and spins them around at 1000RPM and sends buckets of gore and body bits flying everywhere, until there is nothing left but a stump of a torso. To add insult to injury, Frank can use the spinning torso to knock other zombies down by walking into them. Press ● to fire it up, then hold ● down until Frank comes into contact with a victim. Messy.





Take the long southern passage (set a Goal Marker past the ropes for the Survivors to get around them via the small opening to the left) all the way into Wonderland Plaza.

Playground Peril

Inside Wonderland Plaza, an old woman named Susan is in need of some serious help. She's stranded and surrounded by hordes of zombies on top of one of the huge soccer ball structures inside the play area (center of the plaza). Pull out a good weapon and wade in hacking and whacking away or toss down a Queen or two to immediately even the odds.

As soon as it's relatively clear, jump onto the top of the soccer ball and speak to the obviously shaken elderly woman to get her to join Frank's group.

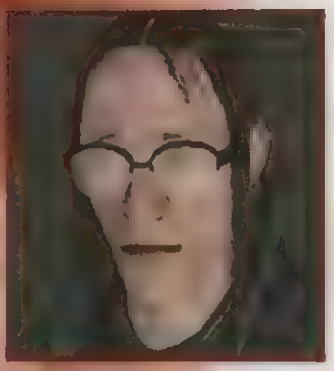
Scoop! Long-Haired Punk

Next stop: Casual Gals (W102). It's just north of the play area. Inside, Frank encounters a greasy young punk named Paul who has gone over the deep edge and is threatening a couple of helpless women with a lit Molotov cocktail. Before Frank can get the situation under control, Paul takes off, tossing pipe bombs behind him and maneuvering explosive RC cars as he goes.

Psychopath

Punish the Pyro

Paul's weapons are his pipe bombs, RC cars (with pipe bombs on them), and Molotov cocktails. If Frank or the Survivors come into contact with any of these, Paul's weapons explode and cause serious bodily harm.



Hopefully, Frank is armed with a good hand-to-hand weapon. If not, quickly locate one and track down the deranged youth. The best way to defeat Paul is to continue to stay on his tail, chasing him down as he runs away. If Frank stays in constant motion, running to the right or left of the fleeing punk and giving his tossed pipe bombs and RC cars wide path, he can pass by the exploding bombs unharmed.

Eventually, Paul runs out of breath and has to stop for a moment. When this happens, run up to him and start whacking away. You can continue to hit him, taking off chunks of his health at a time, until he runs away again. Using this strategy, it doesn't take long for Paul to go down.

An alternate method to the close-range attack is to use a firearm and shoot the Molotov cocktails out of Paul's hands as he lights them, causing them to explode and damage him in the process.

Either way, Paul eventually goes down for the count. Having been defeated, he succumbs to his own weaponry.

Stop, Drop, and Roll!

Paul is actually a Survivor that can be rescued. When you regain control of Frank, you have precious few seconds to save the pyro from burning to death. There's a Fire Extinguisher nearby, close to Paul's head (next to the shelf of clothing) and another inside the dressing room to the left. Grab one, stand in front of Paul, and then press and hold ✕ to put the fire out. Don't stop until the fire has been completely extinguished.

Talk to Paul, who shows remorse and agrees to join the group before opening the door to the dressing room. Debbie and Mindy—the two women Paul was holding hostage —are inside. Speak with them to get them to join as well.

Scoop! A Sick Man

Conveniently, this final Scoop is catty corner from where Susan was stranded. Locate Estelle's Fine-lady Cosmetics (W110) and seek out Leroy, the injured man inside. It doesn't take much in the way of convincing to get him to join and follow Frank and the rest of the Survivors back to the Security Room.

With everyone in tow, set the Guide Arrow for the Security Room and CASE 7-1, "The Last Resort," which is getting dangerously close to expiring. There are two ways to get back: either through the Women's rest room short cut, or through Leisure Park via the Food Court. Pick your path and get going!

Eight Is Enough!

Frank has to manage eight Survivors at once this time around—no easy feat! Make sure everyone that can carry a weapon is doing so and then hold hands with the ones that can't (Frank can hold two hands at once). It's also advisable to always keep an eye on everyone and not get too far ahead of them as to lose sight of their on-screen icon.

The final stretch through Paradise Plaza back to the Security Room is a tough one. Stay with the pack, clear a path for them, and ensure they are protected as much as possible. Be sure to also keep one eye on the clock, as the time left for the next CASE is likely getting very tight.

CASE 7-2 BOMB COLLECTOR

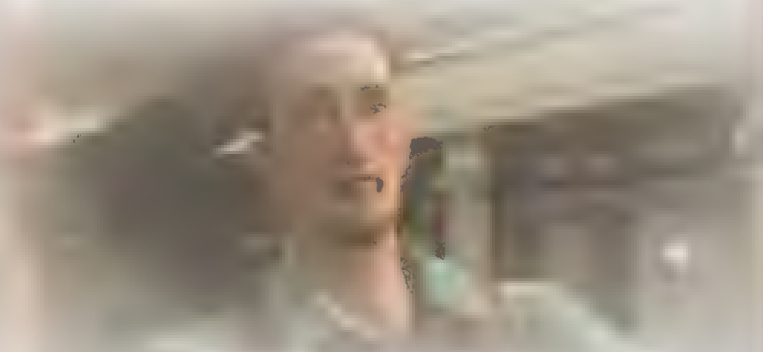
Back inside the Security Room; Brad questions Isabela about Carlito's ramblings. She reveals he's planning on blowing up the mall, which would send parasitic larvae into the atmosphere infesting the population throughout Colorado and beyond. There are a series of Bombs in the underground Maintenance Tunnels and if Frank can disarm them before he floods the tunnels with gas, they can avoid this potential disaster.

There's not much time to waste, although there's enough to take care of a long-running Scoop that needs resolving. Set out for Paradise Plaza. Along the way, Isabela contacts Frank on the Transceiver and fills him in with some off the details; the Bombs are inside a series of five trucks parked throughout the tunnels and, unfortunately, Carlito's slashed their tires so it has to be done on foot.

Scoop! Photographer's Pride

Before tackling the Time Bomb situation, there is the matter of Kent the Photographer's Scoop that is about to expire. Even though the CASE has little time, take care of this business first, leaving enough to complete the next task.

If you're early, quickly return to Colombian Roastmasters (P202) on the second floor in Paradise Plaza and wait for Kent to show at noon. If not, Kent seeks Frank out.



Psychopath

The Foolish Photojournalist

Kent appears on time. He obviously let the zombie situation go to his big head, as this psychopath has taken a prisoner and plans on infecting him to get the greatest photo he's ever taken. Frank thwarts his demented scheme, sending the unstable photojournalist over the edge. It's go time!

Kent is armed with a Handgun and two melee attacks: his trademark kick move and a running charge move. He's fast and wiry, making it difficult to get a bead on him with both firearm and hand-to-hand weapons.

The easiest way to eliminate him quickly is to get in close and whack away with a strong weapon. If you don't have a Small Chainsaw, Machete or something similar, jump over the railing next to the refrigerator section and onto the orange awning below to find a Katana. Once equipped, quickly slash him to pieces.

Kent's last wish is to be photographed...

Scoop Opportunity!

To complicate matters even more, Otis buzzes Frank to inform him that one of the Survivors, Kindel, is planning a mutiny. Frank's presence is urgently requested back at the Security Room.

Quickly approach the hostage whose name is Tad, untie him, and speak with him to get him to join Frank. As soon as he does, lead him back to the Security Room to drop him off so you can concentrate on the small matter of the ticking Time Bombs.

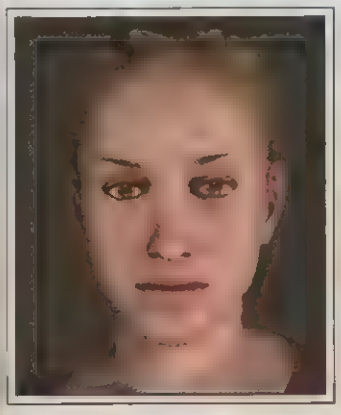
Book - Camera 2

Before leaving, be sure and grab the *Camera 2* Book dropped by Kent. Holding on to this Book gives Frank a 100% PP bonus for his photos.

Scoop Opportunity!

When it rains, it pours, and Otis is definitely making it come down in buckets. On the way back to the Security Room, he informs Frank of yet another Scoop opportunity. There's a young girl in trouble inside Players (P103), which is located in Paradise Plaza. Since Frank is so close, turn around and head back into the mall to retrieve her.

Scoop! A Woman in Despair



The girl's name is Simone and she is located in the front corner around a rack of CDs near the window facing the mall. Quickly approach and speak to her. She's been bitten and is a fickle one, but persistence finally wins her over and she joins Frank and Tad. With both of them in tow, quickly return to the Security Room.

Scoop! Kindel's Betrayal

Since Frank has to drop off Tad and Simone at the Security Room anyway, this Scoop can also be fulfilled. Locate Kindel inside the room with the green door and talk to him to calm him down. After a few brief conversations, a compromise is made and mutiny is averted.

Now for the most important and pending matter at hand: the Time Bombs. Set a Guide Arrow for the location of the first bomb, which is underneath the mall in the Maintenance Tunnel. The path to get there is through the parking lot just off Leisure Park. Follow the arrow and get going!

Once at the parking, Frank finds there are two choice vehicles here: a coupe and a motorcycle. Pick the motorcycle (the car won't be able to get past a barrier at the Maintenance Tunnel entrance); press ● to hop on and start it up.

Time Bomb 1 of 5

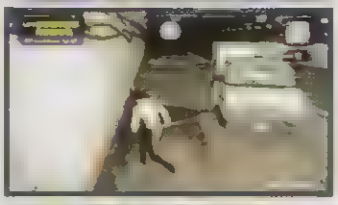
Drive down into the Maintenance Tunnel and follow the Guide Arrow to the first of five Time Bombs. Refer to the Map often to make sure you don't get turned around or lost, as every second counts. When Frank reaches the first Bomb, locate the truck with the flat tires, press ● to open its back doors, and press ● a second time to grab the Time Bomb.

Time Bomb 2 of 5

Follow the Guide Arrow to the next Time Bomb. It leads Frank around to the west and then straight up to the north until the tunnel hits a dead end. The second of five trucks and Time Bombs can be found up here.

Carlito Returns

To make your task much, much more difficult, Carlito appears driving one of the trucks and attempts to mow Frank down. Avoiding him is the only way to stay alive, which isn't an easy task—especially since it's possible he totaled the motorcycle leaving Frank to get the rest of the Time Bombs on foot. Watch for his headlights to appear behind Frank, listen for the approach of the motor and take evasive action as he swerves Frank's way, quickly turning on your heel and doubling back. Nine times out of ten, Carlito misses and rams into the tunnel walls. Making matters worse, Carlito also throws bombs at Frank if you let him get close enough. The best strategy to employ against Carlito is to keep running and abruptly move out of the way just as he comes in for the attack.

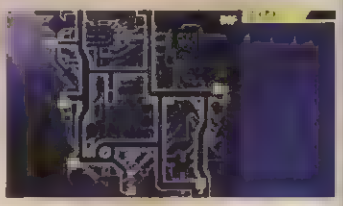
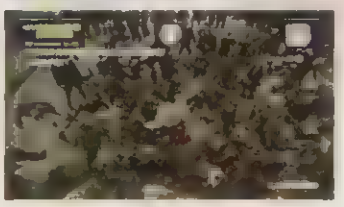


The Zombie Ride

The following Skill can come in handy if Frank is on foot. One of the first moves Frank earned, the Zombie Ride allows him to climb and walk on top of zombie crowds. Press ● while pressing forward on the left Thumbstick.

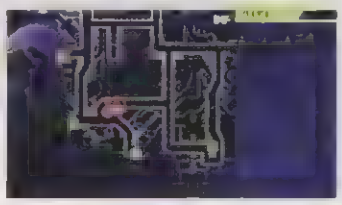
Time Bomb 3 of 5

Follow the Guide Arrow to the third Time Bomb, which is located due south. If Frank is on foot, keep an eye out for any undead hosting a Queen and make sure to kill the zombie and grab it as Frank makes his way toward the next Time Bomb.

Time Bomb 4 of 5

The next Time Bomb is located to the northwest. Follow the Guide Arrow around the roundabout as Frank travels to the west and then head straight up the tunnel. Take a right at the second intersection to find it.



Cart Crash

There are so many zombies populating the various passages of the Maintenance Tunnels that it's nearly impossible for Frank to run through them without getting grabbed and injured. However, he can grab a Shopping Cart (●) and then use it to mow through the mob by holding ●, clearing a path as he goes. As an added bonus, pushing the cart allows him to run at top speed, which can get him to the next Time Bomb much faster than without the cart. Grab and use these whenever you can!

A Secret Event

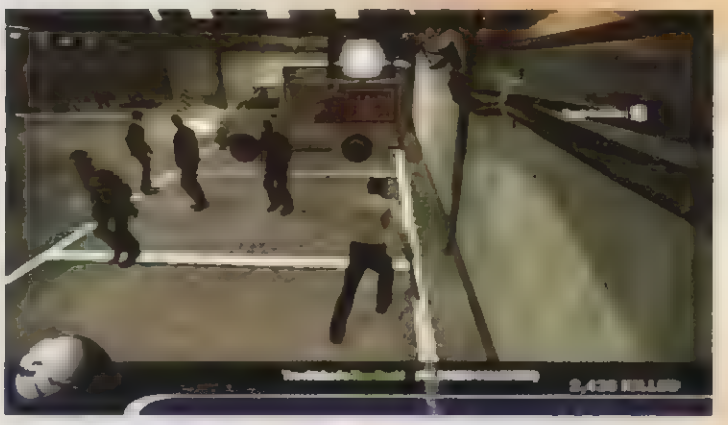
While it's an incredibly difficult task due to all the zombies, the crushing truck, and Carlito's bombs, if Frank does manage to deplete his health (we recommend concentrating on the Pipe Bombs for at least the first play through), then a secret cut scene plays showing what happened to Carlito's truck.

Time Bomb 5 of 5

The final Time Bomb is not far away; it's just up at the northernmost corner of the Maintenance Tunnels. Follow the Guide Arrow, continuing to run through, past, or over the hordes of zombies while doing whatever you can to avoid Carlito's attacks.

Bomb Disposal!

Collecting the five Time Bombs doesn't end this CASE. In order to achieve success, Frank must dispose of them outside. The exit is back in the direction from which you came. Locate it on the Map and follow the Guide Arrow—quickly!



Bomb Delivery

Carlito must have missed this last truck in the corner near where Frank where retrieved the fifth Time Bomb. Hop in and book for the exit to make it out of the Maintenance Tunnels in record time.

Frank loads up a Shopping Cart (these things are handy!) with the Time Bombs and pushes it outside just as the Bombs explode.

Meanwhile, Brad is in a firefight with Carlito inside one of the storage rooms. This is an event with terrible implications.

CASE 7 is now officially solved!

The next CASE will occur at 5:00PM

CASE 8

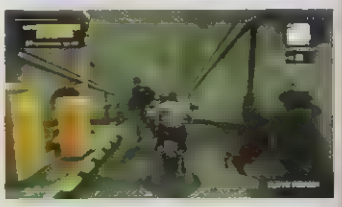
September 21

From 5:00PM

CASE 8-1 JAMMING DEVICE

The next CASE begins in a very short amount of time, but Frank should have just enough left on the clock to take care of some pending business. Keep an eye on the Scoop cue for "Jamming Device" in order to make sure it doesn't disappear before you have a chance to return to the Security Room and engage it.

When you regain control of Frank, he should still be inside the truck near the Maintenance Tunnel. Hop on the nearby motorcycle or car and return down below.



First things first. Pull up the Map and locate the dead-end that juts out from a "T" intersection smack dab in the middle. This is Frank's destination; burn some rubber and drive straight over there.

Scoop Opportunity!

On the way over, Otis contacts Frank to let him know that Paul, one of the Survivors, has something to give him. Since this Scoop is at the Security Room - Frank's ultimate destination - leave it for the time being.

Secret Event – A Friend in Need

When Frank arrives at the dead-end in the Maintenance Tunnel, he finds Brad mortally wounded and already in mid-process of zombification. He asks Frank to do what's right... If Frank had not driven down to this area, the cut-scene with Brad would not have been shown.

There is another reason to be at this dead end. There's a door leading into the Maintenance Tunnel Warehouse here. Quickly run inside and locate the Maintenance Tunnel Key in the northeast corner of the room, then return to the motorcycle and move out.

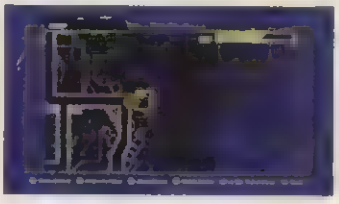
Maintenance Tunnel Key

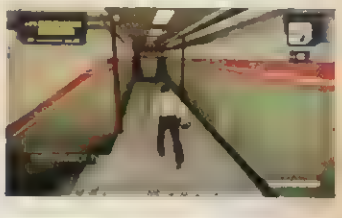
The Maintenance Tunnel Key allows Frank to access the Maintenance Tunnels from any of the locked maintenance doors inside the mall

Mercy Kill

If you didn't already figure it out, that is Brad shuffling around the entrance to the warehouse room in a zombified state. Do the right thing and put him out of his misery.

Time is quickly running out and Frank still needs to get back to the Security Room before the next CASE is engaged. Access the Map and find the Maintenance Tunnel exit for Paradise Plaza; it's located nearby to the east. The exit leads out to the hallway containing the rest rooms. From here, it's a quick sprint back to the Security Room via the Warehouse.





Frank returns to Jessie inside the Security Room. She's waiting on Brad, who hasn't returned. He approaches Isabela and inquires about Carlito's plans. She remembers that he keeps everything on his computer, which is back in his Hideout, and agrees to take Frank there.

Scoop! Paul's Present

Before embarking on the next CASE, take a few minutes to stop in and visit Paul, who can be found in the room with the yellow door. He wants Frank to promise not to tell anyone about the incident with the Molotov cocktail. Promising to keep his mouth shut, Paul gives Frank a Molotov cocktail.

CASE 8-2 HIDEOUT

Carlito's Hideout is located in a large section of the roof above the North Plaza. Set a Guide Arrow and head outside to the Rooftop. Just past the air duct, Isabela is waiting for Frank. Stop and talk to her briefly, then follow her to the elevator and down into the Warehouse.

Isabela is equipped with a Handgun and, for the most part, can take care of herself. Keep up and allow her to take point as she leads Frank through the mall. She may occasionally need some assistance in clearing a path from the zombies; do your best to oblige her.

The path Isabela takes leads through Leisure Park and into the North Plaza. Upon arriving back inside the mall, continue to follow her until she and Frank arrive at the entrance to Carlito's Hideout near the Huntin' Shack (N127).

Scoop Opportunity!

Otis has another potential Scoop for Frank back at the Security Room. It looks like one of the Survivors, Simone, has a favor to ask. She wants a Handgun. Make sure to grab one sometime between now and returning to the Security Room, saving it for her request.

The two climb up to Carlito's Hideout. There's a series of catwalks inside the space between the ground and the ceiling. Follow the main path to the workspace at the end. Inside, Frank discovers Carlito had a pretty nice setup. He also discovers that Isabela can't get access to Carlito's laptop without the password.

CASE 8-2 JESSIE'S DISCOVERY

While Isabela tries to decipher Carlito's password, Jessie needs Frank back at the Security Room to show him something interesting that she's spotted on the security camera. There's not much time, so leave Isabela to her own devices, set a Guide Arrow for the Security Room, and head on out.

Save Your Game

Sure this is a no-brainer, but it's a good idea to save your game right here, inside Carlito's Hideout on the Persian rug in the corner, before leaving for the Security Room.

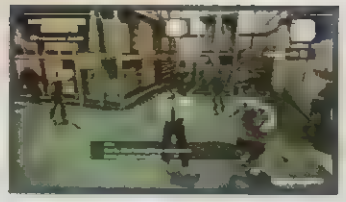
Return the way you came; the exit back to the mall is down the catwalk along the right side. Exit the North Plaza via Leisure Park to get back to Paradise Plaza and the Security Room quickly.

Go for the Guns

Don't forget that Frank needs a Handgun for Simone. He also could use a few Shotguns and/or Sniper Rifles for what is coming up. Since he's right next door, make a quick visit to the Huntin' Shack (N127). You can find a Handgun inside the glass counter to the left. Break the glass to grab it.

Scoop Opportunity!

Otis has another request from one of the Survivors. Cheryl, the woman found inside the Movieland Warehouse, wants a picture taken of her. How could you deny such a request?



CASE 8-4 THE BUTCHER

When Frank arrives at the Security Room, Jessie shows him an image of a huge behemoth of a man dragging Carlito into a basement underneath the butcher shop at Seon's Food & Stuff (L3) in the North Plaza. From the looks of it, there's little time to get there and check it out before something bad happens to Carlito.

Scoop! Simone the Gunslinger

Before leaving for the Meat Processing Area, pay a visit to the two Survivors with requests, Simone is in the room with the yellow door. Approach and speak to her to find out why she needs a Handgun. Give her the gun to fulfill her request.

Scoop! Cheryl's Request

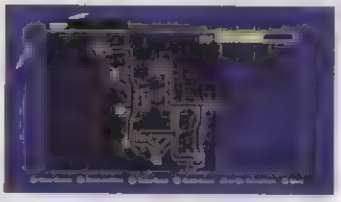
Cheryl can be found in the room with the blue door. She wants a picture for posterity. Let her break out a few sexy poses and snap away until she's satisfied.

Now for the matter at hand. In order to get to the Meat Processing Area where Carlito is being held, Frank must navigate the Maintenance Tunnel. The closest entrance to the tunnel is right next to the rest rooms in Paradise Plaza, behind SporTrance (P111).

Going Down

You may have noticed each access hallway leading to the Maintenance Tunnels has an elevator. Frank can take this to avoid their zombie-filled staircases, circumventing any unnecessary attacks.

There's a car that's been left running inside the tunnel. Hop in and race through the twisting passages to get to the Meat Processing Area before the timer runs out. Make sure you refer to the Map often, as it's easy to get turned around down here. When Frank arrives, hop out of the car and enter through the double doors.



Psychopath

The Battle of the Butcher

Frank encounters yet another demented individual inside the Meat Processing Area. Larry, the crazy butcher, has Carlito hanging from a meat rack. He's literally planning to turn him into ground hamburger and serve him up.

Kick off the battle by using the firearms Frank acquired from the Huntin' Shack. Unleash everything you've got from a safe distance, taking evasive action when Larry retaliates.

Larry's attacks include tossing meat cleavers, grabbing the hanging sides of beef and hurling them, and charging at full speed and ramming Frank with his considerable weight.

Larry can also grab Frank and hang him from a meat hook, then slice at him with his large Cleaver. If this happens, rapidly shake the left Thumbstick until Frank is free.

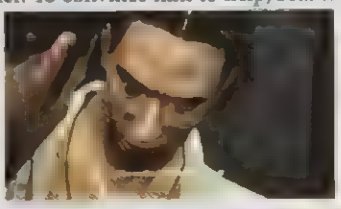
It Does a Body Good

There are a few cartons of Milk on the counter near the back of the room, as well as a few more Food Items inside the various Cardboard Boxes strewn about. Make sure to grab and use them to replenish Frank's health when he gets low.

Switch to a hand-to-hand weapon once Frank runs out of ammo. There are a few Cleavers on top of the various counters inside the room if you need them. The best place to engage Larry close up is in the center of the room between all of the hanging slabs of beef. While within striking range, Larry won't likely throw the slabs of beef at Frank, and they provide cover from his sharp blade and running charge.

When the butcher's finally eliminated, Frank finds Carlito on his death bed. Frank informs him that Isabela has switched sides and is helping their cause by checking out his computer. To convince him to help, Frank promises to tell Carlito's story, but he needs the password. Carlito mumbles something about it "not being over," then hands Frank a locket for his sister just as he dies.

CASE 8 is solved!



Carlito's Locket

Carlito's Locket is his prized sentimental keepsake. He wants Frank to give it to Isabela. Perhaps it may provide the clue to helping her decipher the password to his laptop...

The next CASE will occur at 10:00PM

THE FACTS

September 21
From 10:00PM

MEMORIES

There are precious few minutes to make it back to Carlito's Hideout before the timer for the next CASE runs out. Quickly exit the Meat Processing Area and enter the doorway just to the left, which leads up to Seon's Food & Stuff (L3).

Take the High Road

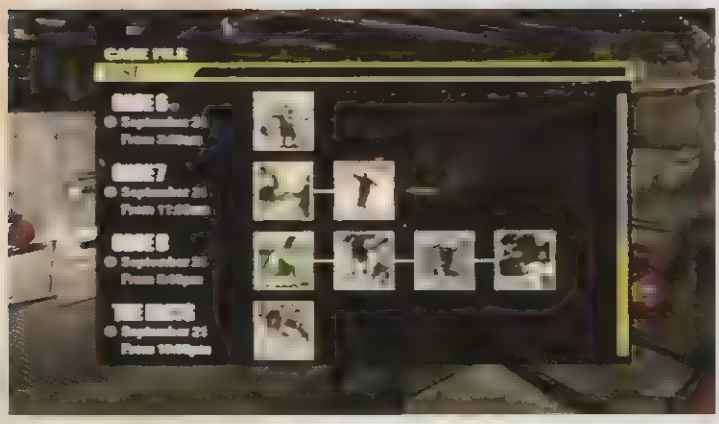
The supermarket is chock-full of zombies, making navigating its aisles a difficult and deadly proposition. To get through quickly, climb up and run across the shelves and displays.

CASE WALKTHROUGHS

Make sure you've set a Guide Arrow and hightail it to Carlito's Hideout. There isn't much time, but there's a motorcycle parked just outsiade Seon's, which can get Frank there quickly. Hop on and start mowing those zombies down!

When Frank arrives at the empty store leading to the Hideout, quickly climb the set of boxes to get up to the opening in the ceiling tile and follow the catwalk back to Isabela.

Inside Carlito's Hideout, Frank informs Isabela of her brother's death and hands over the Locket. She opens it and sees her parents, which jogs her memory for the word "Pachamama" ("Mother Earth" in English). She enters in the word as the password and successfully taps in to Carlito's computer, thus officially engaging the next portion of the adventure, "The Facts."



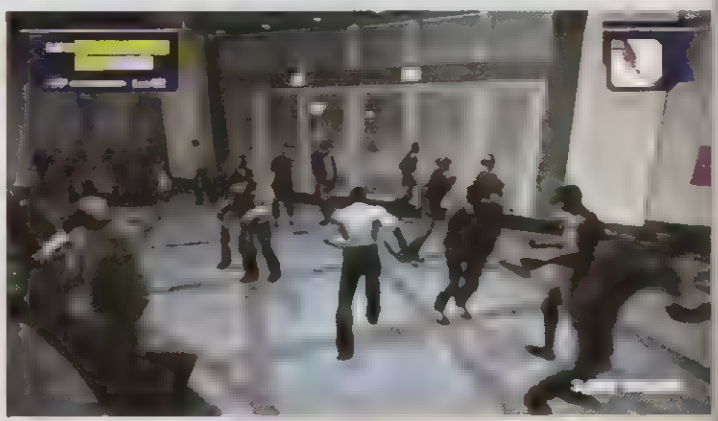
Save your progress and leave Isabela to sort through Carlito's files. As Frank heads back toward the exit, Jessie buzzes him on the Transceiver to inform him that she finally has a line out (thanks to Isabela) and is going to contact DHS HQ.

CASE-less

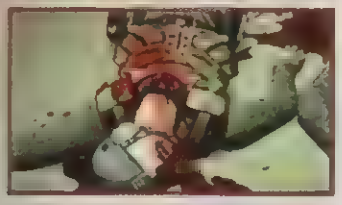
Now that Frank has solved all the CASES and learned the Facts behind the incident, he no will longer be receiving them. However, the adventure is far from over. There is still the matter of escaping to the Heliport by 12:00PM. For the moment, you can explore the immediate surroundings or, better yet, head for the Security Room.

A few moments later, Jessie calls Frank with some bad news that changes everything!

Continue heading back to the Security Room. After a few minutes, the scene switches to Jessie once again. The Special Forces have arrived. She answers him the only way she knows how…



Secret Event – Jessie's Fate



Depending on how fast you make it back to the Security Room, you may encounter a set of cut-scenes that give a bit more detail on what has happened with Jessie. The first takes place on the Rooftop as Frank attempt to contact her without any luck using his Transceiver. The second happens inside the Security Room where Frank encounters her victims. Finally, Jessie, in all her zombie glory, can be found wandering the hall of the Security Room. Snap a quick picture then show her some mercy by killing her—it's the right thing to do

Before leaving the Security Room, make sure you read the note on the table to find out what happened to Otis… At least he got away. With nothing left to do until the helicopter arrives, you can opt to roam the mall and check out areas you haven't yet explored.

Special Ops Massacre

When the clock strikes 12:00, the Special Forces arrive en masse and the slaughter begins. The good news is that from this point forward there are much less zombies inside the mall to contend with. The bad news is that the mall is now full with Machinegun-wielding Special Forces soldiers who are gunning for Frank.

Special Forces Soldiers

These DHS soldiers, which typically travel in pairs, are heavily-armed and heavily-armored, making them very dangerous. Like the zombies, they also seem to have heavily infiltrated the mall; the only real safe spots are in the Security Room and Carlito's Hideout. When encountered, the best way to combat and deal with the Special Forces is to turn their Machineguns on them. Make sure Frank always has a few of these firearms in his inventory at all times. For every soldier Frank kills, he earns an additional 5,000 PP

Special Forces Avoidance

The Maintenance Tunnels system is the only other place that has not been infiltrated by the Special Forces. When Frank needs to travel long distances, stick to driving.

Captured!

At this point, if the Special Forces or zombies manage to completely deplete Frank's health, he's captured, stripped of his weapons and items, and handcuffed to the back of a helicopter in the parking lot of Leisure Park. In addition to losing precious time, Frank must struggle free of his ties and escape.

To successfully get away, you have to shake the left Thumbstick rapidly back and forth *only* when the Special Forces have their backs to Frank and looking the other way. The meter located at the bottom of the screen slowly fills as Frank struggles. When you stop shaking the stick, it slowly depletes. Once it has filled all the way, Frank is free.

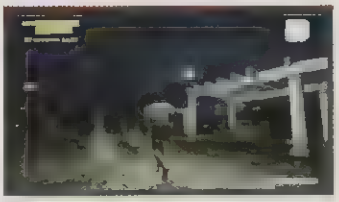
If he's caught, Frank gets seriously roughed up and loses a few hours before regaining consciousness and getting another chance.

Once, Twice, Three Times a Prisoner

The first time Frank is captured, he's handcuffed with one tie. The second time, two. The third, three. Each time he's captured, it's tougher for him to break free.

Death by Air

Even after Frank escapes military incarceration, any time he heads out through Leisure Park, he has to survive a helicopter attack from above. Watch out for missile and machinegun fire from the air, and take evasive action whenever you hear the sound of a helicopter approaching.



Return to Carlito's Hideout between 12:00AM and 10:00AM to hear from Isabela that she knows that the military will soon come and take them as well. It's looking bleak.

Return to Carlito's Hideout a second time *after* 10:00AM, but definitely *before* 12:00PM. Isabela will contact Frank on the Transceiver to let him know he needs to return.

The scene shifts to the Entrance Hall where the military is finishing their sweep of the mall. On the terrace above, the commander of the operation pulls off his mask to reveal his gruff, scarred face.

The Last Few Hours

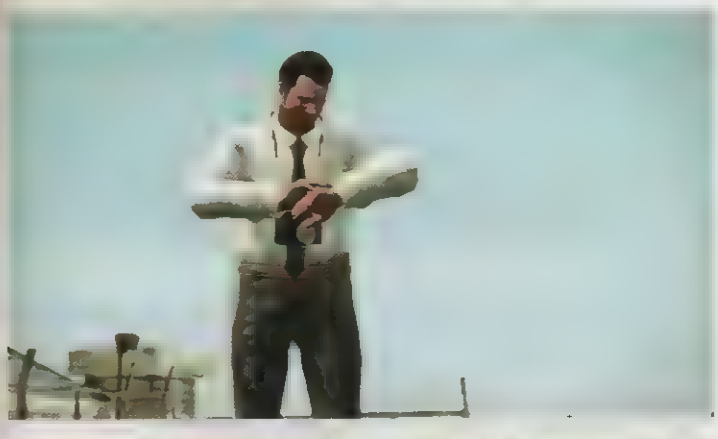
At this point, how Frank spends the remainder of his stay at the mall is up to you. The zombies have been completely wiped out so Frank has the entire mall to himself. The most important thing is to be back at the Heliport by 12:00PM. As a reminder, the Heliport is located at the top of the staircase inside the main hallway of the Security Room.

Open and Shut Door

Not that it makes much difference to Frank, especially since he's about to be rescued, but the door Otis welded shut three days ago is now open. This allows Frank to use the hallway leading to the upper floor of the Entrance Plaza.

The End?

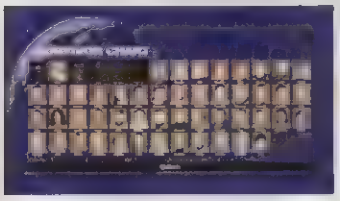
Frank finally reaches the Heliport at the designated time, although the helicopter is nowhere in sight. Thankfully, Brad the helicopter pilot is not far off, and begins his approach. As he draws near, a zombie appears from behind his seat in the cockpit and takes a bite out of his shoulder, causing the helicopter to crash nearby, leaving Frank stranded.



Dejected, Frank falls to his knees and gives up as the zombies spill out onto the Heliport.

The credits roll and Dead Rising's 72-Hour Mode is now complete. At the end of the credits, you're given the option to view your Game Results, which includes PP Earned, the Ending you received (for all of the game's multiple endings, see "The Last Shutter" chapter elsewhere in this book), the number of zombies killed, the number of Survivors rescued, and your photo score.

There are also two other Results Screens to view. Press Ⓨ to view the Survivor Chart, which displays all of the Survivors who made it, to the Security Room alive (the ones colored in are the Survivors, the ones darkened didn't make it). Press Ⓧ to view the Photo Breakdown Screen, which displays the number of photos you took and PP amounts for each Genre.



Finally, a list of Unlocks appear. The items and options unlocked depend on your performance in the game (for more information, see the *Secrets and Achievements* elsewhere in this book).

OVERTIME MODE

September 22
From 12:15pm

INFECTED

Having given up, Frank waits for the inevitable as zombies close in on him from every angle. Hopefully, there's a way out…

Overtime Mode

Just when you thought the game was over, it starts back up—right where it left off. Overtime Mode is the culmination of the events that take place after the first 72 hours, further chronicling another 24 hours of Frank's fight for survival.

Overtime Mode unlocks only if you get the best possible ending (Ending A). While it automatically begins after the credits roll, you can also now select it from the Title Screen.

OVERTIME MODE

SEARCH FOR A CURE

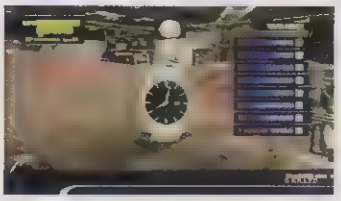
September 22

8:00PM

When Frank comes to, he comes to the realization that he is infected and will start turning sometime soon. The situation looks bleak; to make matters worse, the helicopter crashed, leaving them stranded. But Isabela isn't willing to give up. She comes up with an idea to retard the zombification process. All she needs are a few specific items and Queens… lots of Queens.

Item #1 - The First Aid Kit

There are only 24 hours left before the zombification process is complete. In order to slow the process and find a cure, Frank needs to gather eight items for Isabela and bring them back to her at Carlito's Hideout. Refer to the Map and plot a course through the mall, starting with the closest item, the First Aid Kit, which is located in the Pharmacy inside Seon's Food & Stuff (L3). (North Plaza)



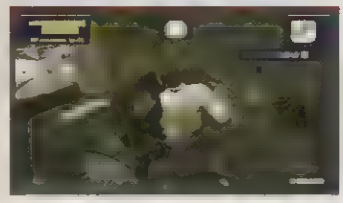
When Frank steps outside, he finds that the military still occupies the mall. They've brought in small remote controlled drones to patrol its halls searching for any sign of life. If one spots Frank, it can shoot him down with its attached machinegun as well as sound an alarm to bring the Special Forces running.

Be Stealthy

Even though Frank is an over-the-top kind of guy, it doesn't mean he can't use stealth when it suits him. In this case, remaining unseen for as long as possible is the best way to go. Take the long hallway inside the storefront to the right in order to bypass some of the mall's main passages. Stop at the edge of the wall when Frank reaches the end and watch the Special Forces soldier inside the room beyond. Run in as soon as his back is turned and clobber him with whatever weapons you've picked up along the way.

Bring on the Skills

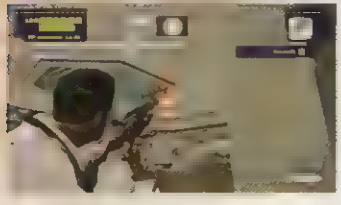
The Special Forces are tough and congregate in large numbers when Frank is spotted. If (and when) this happens, they can be quickly dispatched using some of the Skill Frank has learned during the course of the game. Always a crowd favorite and fun for the whole family, the Disembowel move is particularly powerful and can instantly kill.

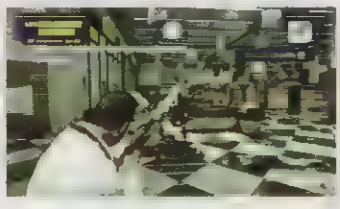


Run up to an enemy facing Frank and simultaneously press ✕ and ● while pushing the left Thumbstick toward his opponent. If done correctly, Frank thrusts his hand deep inside the enemy's gut and pulls out whatever he can get his hands on. For an enemy whose back is to Frank, perform the same button presses for a gory Face Crusher, which also results in an instant kill

Do your best to avoid the drones at all costs. Stay attentive and carefully listen for the noise coming from their propeller blades. When you spot one, use a firearm to take it down.

Enter Seon's and prepare to be confronted by a pack of Special Forces. Use a combination of Skills and Machinegun fire to take them out. If Frank begins to take on serious damage, make a run for it, grabbing produce or other food items to replenish his health along the way.





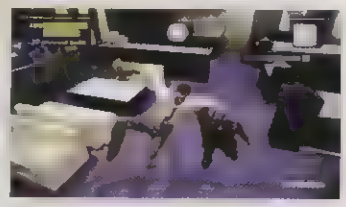
Continue to remain as stealthy as possible until Frank reaches the Pharmacy. The First Aid Kit is inside on the shelf. First item found!

Item #2 - The Magnifying Glass

The closest remaining item on the list is the Magnifying Glass, which can be found inside Wonder Jewels (W104). (Wonderland Plaza) Set a Guide Arrow and take the Maintenance Tunnel exit inside the hallway leading to the Pharmacy instead of exiting the supermarket into North Plaza. There's a running truck inside the tunnel and it's just waiting to be commandeered. Hop inside and quickly drive to the next destination.

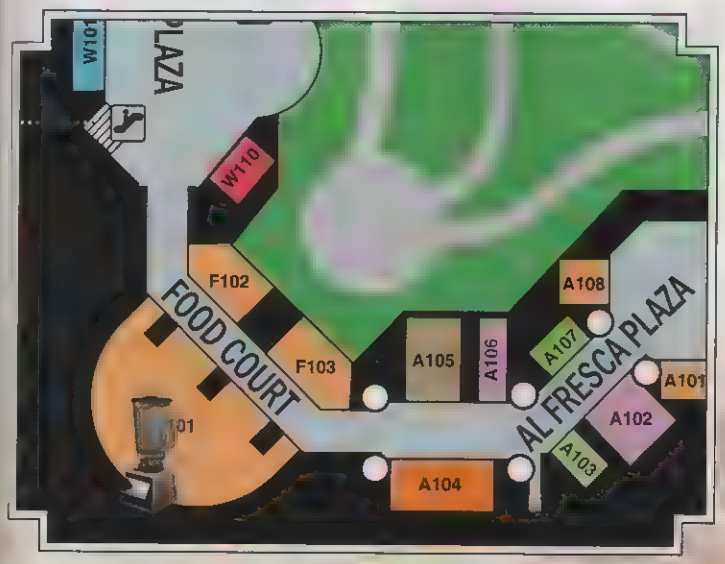
It just so happens that the Maintenance Tunnel access door is right next to Wonder Jewels (W104). Put the truck in gear, mow down some zombies and follow the Guide Arrow to the next destination.

Take the stairs (or elevator) into Wonderland Plaza and find Wonder Jewels (W104). It's located on the first floor just north of the Maintenance Tunnel exit. Be careful! Special Forces soldiers are inside most of these stores. Make sure you look before running in. If so, do your best to sneak up on them and take them out in a stealthy fashion.



Grab what you came for, the Magnifying Glass, which is on the counter with the Cash Register and then set a Guide Arrow for the next item on the list. Two down!

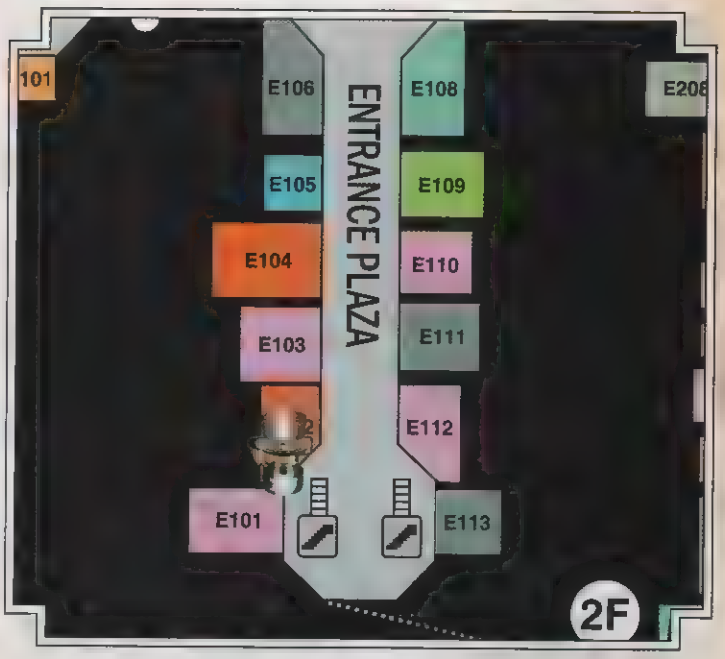
Item #3 - The Blender



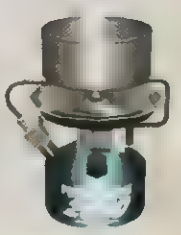
Going in order of distance, the next item on the list is the Blender, which is located in the Food Court (F101). Head south through Wonderland Plaza keeping an eye out for any patrolling Special Forces or drones. Even if Frank is spotted, keep running and don't stop to fight; if he can make it to the Food Court entrance before they catch up with him or target him, he will escape without harm.

Quickly eliminate any Special Forces soldiers in the immediate vicinity of the Food Court, then locate the Blender. It's behind the counter at the Ice Cream stand. Be sure and grab a few tasty food items for replenishing Frank's health while he's there.

Item #4 - The Camp Stove



The Camp Stove is next on the list and it's inside Sports High (E102) on the first floor of Entrance Plaza. Set a Guide Arrow and take your chances through Al Fresca Plaza, eliminating any drones that cross Frank's path along the way. Keep a steady pace and stay ahead of any Special Forces soldiers if he's spotted.

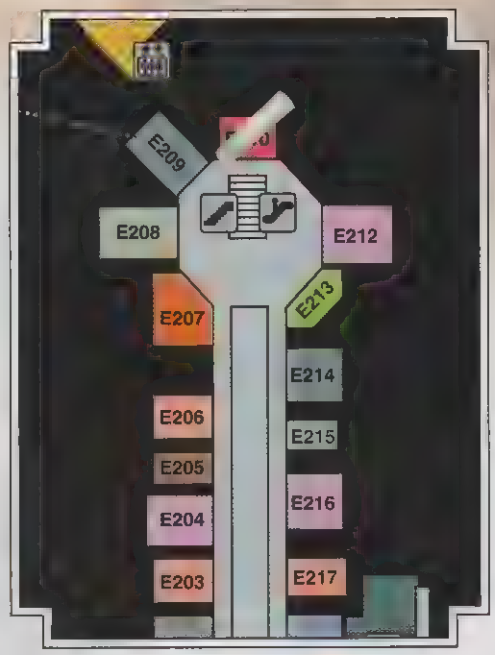


Inside Entrance Plaza, continue to use stealth as Frank moves toward his goal. When he reaches Sports High (E102), take a moment to clear the store of any patrolling soldiers then locate the Camp Stove, on the bottom shelf of one of the shelving units.

Pedal Power!

If you haven't had a chance to ride the Bike through the mall, now is the time to do it! Locate the Bike in the right front corner of the sporting goods store and then hop on. The Bike controls just like all the other vehicles in the game.

Item #5 - The Perfume Bottle



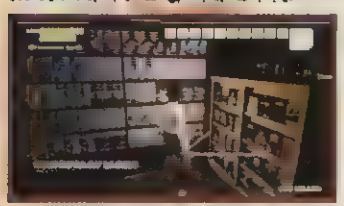
While this one may seem out of order, it should be the next item on this list. By grabbing the Perfume Bottle first, Frank can then use the recently un-welded door connecting the Entrance Plaza and the Security Room for the Coffee Filters. The Perfume Bottle is located inside Estelle's Fine-lady Cosmetics (E210), which is upstairs on the second floor of the Entrance Plaza right at the top of the escalators. Take the Bike and get going.

The Perfume Bottle is on the middle shelf on the center display. Once Frank has it, set a Guide Arrow for the next item.

Item #8 - The Cold Spray

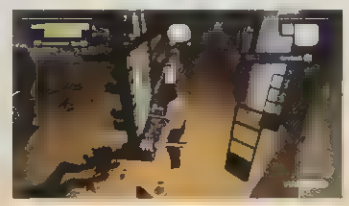
The Cold Spray is inside SporTrance (P111). SporTrance is a two-story store, and the item Frank is looking for is on the second floor. Take the stairs next to Kid's Choice Clothing (P113) to get their quickly.

In Need of a Good Book



While this may seem the a bad time to stop for reading material, a quick detour to Contemporary Reading (P101), located directly across from Cam's Camera, is a good idea. Remember that Isabela also needs Queens, which Frank is going to have to retrieve next. When holding the *Weekly Photo Magazine* Book, Frank can see green PP Markers over the heads of zombies that host the Queens, making spotting them in the hordes of zombies lurking about the Maintenance Tunnel underground a breeze. Be sure and pick it up before heading over to SporTrance

Be prepared to encounter some resistance at the sporting goods store. If you can't manage to get by unseen, quickly take out the patrolling Special Forces using the Disembowel or Face Crusher moves. The final item, the Cold Spray, is located at the base of a shelving display near the second floor entrance.



A RETURN VISIT TO ISABELA

Now that Frank has all eight of the requested items, it's time to return to Isabela at Carlito's Hideout in the North Plaza. Since the mall is overrun with Special Forces soldiers and Leisure Park is patrolled by air with a military chopper, the path of least resistance is via the Maintenance Tunnel. The nearest entrance is at the end of the hallway by the rest rooms, which is right below SporTrance.

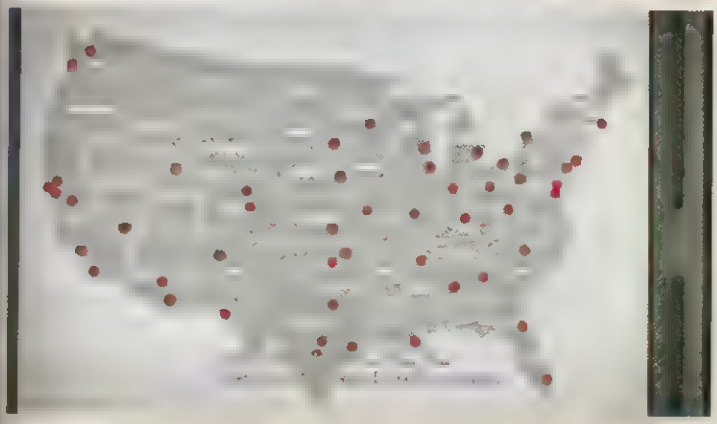
Frank's in luck! There's a small sports car parked at this entrance of the Maintenance Tunnel. Hop in and take it for a spin to the one and only entrance to the North Plaza, located next to the Meat Processing Area in the northern most corner of the Map. Plot your course and then start mowing down some zombies.

Queen Spotting

As you make the drive toward North Plaza, be sure and stop for any Queen-hosting zombies spotted along the way (if Frank has the *Weekly Photography* Book in his inventory, these zombies have a green PP marker over their heads). Quickly hop out of the car, knock the Queen out of the zombie, grab it, then get back in and keep driving. This should cut down on time later on.

Return to the North Plaza via Seon's Food & Stuff and continue through the mall to Carlito's Hideout, stopping to fight the Special Forces when you absolutely must.

Back at the Hideout, Frank and Isabela discuss his chances of survival. Even with the drug it's likely he will eventually turn into a zombie. During their second conversation, Frank and Isabela determine that Carlito's plan was worse then they could ever imagine. If the information they've uncovered is accurate, he infected 50 orphans and then used the synthesized drug to delay the zombification process. These orphans were adopted all over the Country, and when they turn, will eventually spread the zombie virus throughout the United States!

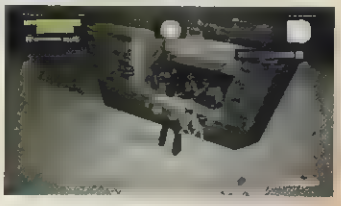


Power Outage - Grab the Generator

Unfortunately, Isabela's work is halted due to a generator break down. According to her, Carlito had a Backup Generator, which he was storing at the Clock Tower in the center of Leisure Park. If she is to complete the drug, Frank is going to have to bring this item back for her.

Set a Guide Arrow for the Generator, which is smack dab in the center of Leisure Park, and exit the Hideout. Back outside, even though the Special Forces still occupy the mall, it looks as if they are losing the battle with the zombies. Unfortunately, Frank still has to contend with the chopper overhead, so keep moving to avoid its machinegun and missile fire.

When Frank reaches the Clock Tower, he finds that the helicopter crash created a hole in its base. Taking a peek inside reveals a cave that, unfortunately, is filled shoulder-to-shoulder with zombies.



The Generator can be found on the opposite side of the base of Clock Tower. Grab it, then quickly return to Carlito's Hideout in the North Plaza and deliver it to Isabela.

Keep Collecting Queens

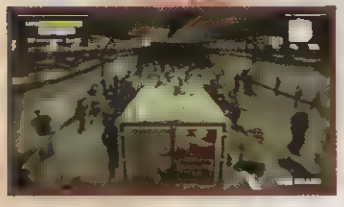
Anytime you spot a Queen-hosting zombie, stop and extract it. Frank is going to need a total of ten of these, and getting a head start goes a long way to getting this particular part of the mission done quickly.

Quest for the Queens

Once Isabela has the Generator, she is going to need those ten Queens to finalize the drug. If you've been gathering some ahead of time, give them to her before heading back out.

The best place to find a large concentration of Queens is down below, in the Maintenance Tunnel. Hop in a vehicle (use the closest exit at Seon's Food & Stuff) and drive slowly through the zombie horde, stopping when you spot a zombie host. When you do, hop out of the vehicle and take it out to grab the Queen it's carrying. Keep an accurate count of how many you've given Isabela and how many you need. When Frank has gotten all ten, return to Isabela and give her the rest.

Queen Dos and Don'ts



A couple quick tips for catching - and keeping - your Queens. If you're using the *Weekly Photography* Book to spot them, remember that the green PP Markers also represent humorous photo ops. Zombies pushing carts and flammable tanks, as well as ones that fall over, also have green PP Markers. As a visual backup, look for the zombies infected with Queens to have their hands up over their heads.

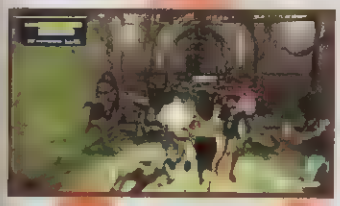
A second tip is to make sure and switch back to your weapon every time Frank collects a Queen. If you don't, the next time you go to attack a zombie, you may mistakenly throw down a Queen, losing it in the process.

When Frank has collected the prerequisite ten Queens, return to Carlito's Hideout and give them to Isabela. Once she has the last one, she's able to create the drug and inject Frank. She also informs Frank that she has created a pheromone that can repel the zombies, although she's not sure if and how long it will work. Frank decides they have to take their chances and use it to get through the zombie-infested cave.

UNDERGROUND ADVENTURE

As long as Isabela and her pheromones are next to Frank, the zombies won't be able to attack them. During this potion of the game, holding onto her hand is the only thing that's going to keep Frank 100% safe. Save your progress before wading into the zombies then grab her hand and get moving.

Walk Slowly



While Frank can move at a fast pace with Isabela holding his hand, any sudden movements, quick turns, and short drops cause him to let go. Take caution and go slowly through this portion of the game, as there is no time limit to worry about.

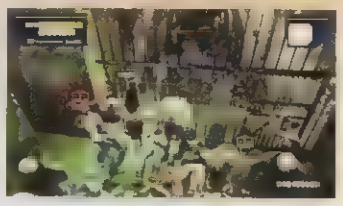
A gate blocks Frank and Isabela's path up ahead. A small access tunnel is to the left, but it's only big enough for Isabela. Open the grate and release her hand for her to crawl through, then fend off the zombies with any weapons in Frank's inventory until she appears on the other side and opens the gate to let him through.

Makeshift Weapons

If Frank finds himself weaponless, there are a few items strewn around the cave that he can pick up and use. Look for Rocks on the ground and a Pick Ax on top of a ledge just down the path.

Continue to hold hands with Isabela, winding their way through a maze of zombies and obstructions. When they reach the second gate, locate its door to the right and open it.

The second portion of the cave starts out semi-empty, but when the two come up over the pile of boulders, they find out it's anything but. Wade right in and keep moving until they reach a third gate; this one requires Isabela to crawl through another access tunnel to open it from the other side.



Diversionary Tactics

The cave ramps downward and eventually comes to a final gate leading out of the area. On the other side of the gate is a military jeep, but there are also Special Forces soldiers patrolling the perimeter. To make matters worse, the pheromone is wearing off and is only good for one person. Frank devises a plan to open the gate and let the zombies out, forcing the guards to deal with stream of walking dead while he and Isabela slip by. To do this together, he has to carry Isabela on his back.

Save your progress and then pick up Isabela. The gate is dead ahead and the switch to open it can be found at the top of the staircase on the left. Quickly make your way over there, climb up and throw the switch. Don't worry if the Special Forces soldiers spot Frank and Isabela, in a moment they are going to be too busy to deal with them.

Climb back down and quickly make a dash through the open gate and to the jeep. Even though Frank and Isabela have made it outside, they find that they haven't escaped. A large experimental tank appears and gets them in its sights.

XM3 Prototype

Tank Trouble

With Isabela manning the jeep's mounted machine gun, she and Frank are going to have to destroy the XM3 Prototype Tank. This battle is on rails, meaning you won't have to worry about steering the jeep. Focus on aiming and firing the machinegun. Use the left Thumbstick to aim the machine gun and hold down Ⓧ to continuously fire.

The XM3 is heavily-armored. However, it does have weak spots that can be damaged with fire. Aim for the area around the green lights above its treads, as well as the dome that appears on the top left side of its roof. The XM3's damage meter can be found on the bottom of the screen.

The dome that periodically pops up shoots a sweeping green targeting laser that can lock-on to the jeep if it given the opportunity. If it isn't interrupted within approximately five seconds, the laser locks on and turn red, sending out a damaging cannon blast. As soon as you see the dome and green laser appear, focus the machinegun fire at it until it disengages and drops back down.

Once a third of its damage meter has been depleted, the XM3 starts sending out drones, which not only are used to distract and occupy your machinegun fire, but also to shoot and cause damage. You can easily shoot them down, but make the dome and tank the focus of your fire until it's absolutely necessary to destroy them.

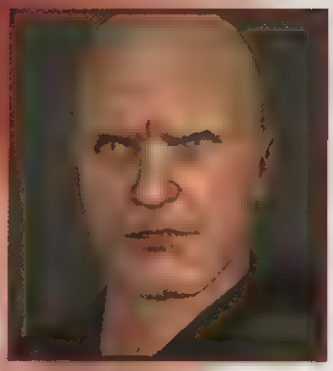
The fun isn't over yet. Once half of its damage meter has been depleted, the XM3 also begins launching missiles; they cause serious damage if they connect. They can be shot down as well, but you have to be quick about it, as they pick up speed as they approach.

Continue to focus your fire on the drone in front of the XM3, chipping away at its damage meter until it stops its attack. Inside, Sergeant Brock, the scar-faced commander from earlier, decides to take matters into his own hands.

Brock

The Final Battle

Frank chooses to take on Brock man-to-man, using only his fists. While some of the Skill moves he earns work against this grizzled veteran, many, including the Disembowel and Face Crusher, don't.



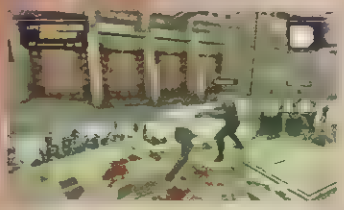
On the other hand, Brock has a range of nasty attacks at his disposal. The first is a mean right hook followed up with a devastating round house kick.

He also quickly slides around Frank and gets him in a choke hold from behind. When this happens, rapidly shake the left Thumbstick until Frank head butts Brock and breaks free.

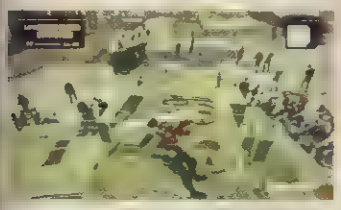
Brock is also an excellent blocker, and can easily deflect 90% of Frank's punches and kicks.

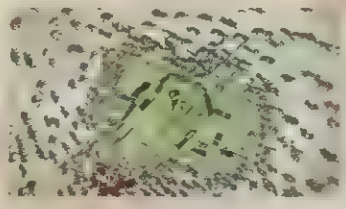
To make matters even more frustrating, the tank provides a very small surface on which to fight, which often results in Frank getting knocked off and dropping into the horde of zombies surrounding it. When this happens, quickly jump back up before they can get their hands and teeth on him.

Whale on Brock with a series of punches and then combo him with a Skill move, such as the Football Tackle (press Ⓐ while clicking down on the left Thumbstick) or the Double Lariat (press Ⓧ while clicking down on the left Thumbstick). Continue to defend against Brock's attacks and chop down his health when you get a chance.



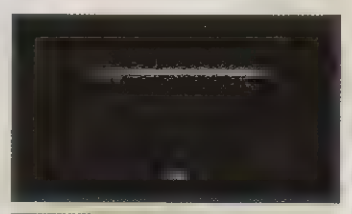
It's a brutal battle that requires major effort and skill, but eventually this deranged military leader goes down in satisfying fashion. Sit back, watch the final events unfold, learn the truth about the incident in Willamette and the fate of Frank West, watch the final credits roll, then get ready for Infinity Mode!

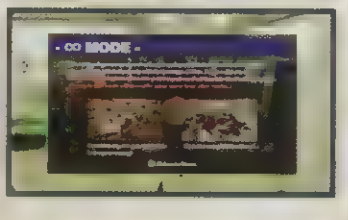




Infinity Mode

Once the credits have finished rolling, a list of unlocks are displayed. Included in this list is ∞ (Infinity) Mode, which challenges you to see how many days you can survive in the mall. In this mode, Frank's health meter slowly drains and there are limited food items. In addition, items are randomized, the psychopath bosses can and will randomly appear, and defeated enemies carry hidden items. You can enter your longest survival time into the Ranking System in Xbox Live to see how you fare against others.





WEAPON ITEMS

Weapons are found in every nook and cranny of the mall. Since exploring the sprawling retail mall is a huge part of the game's fun, we know you will want to find them all.

001 2" x 4"
002 Acoustic Guitar
003 Baking Ingredients
004 Barbell
005 Baseball Bat
006 Bass Guitar
007 Battle Axe
008 Bench
009 Boomerang
010 Bowling Ball
011 Bucket
012 Cactus
013 Canned Food
014 Canned Sauce
015 Cardboard Box
016 Cash Register
017 CDs
018 Ceremonial Sword
019 Chainsaw
020 Chair #1
021 Chinese Cleaver
022 Cleaver
023 Combat Knife
024 Cooking Oil
025 Condiment
026 Dishes
027 Drink Cans
028 Dumbbell
029 Electric Guitar #1
030 Electric Guitar #2
031 Excavator
032 Fence
033 Fire Ax
034 Fire Extinguisher
035 Frying Pan
036 Garbage Can
037 Gems
038 Golf Club
039 Gumball Machine
040 Hand Gun
041 Handbag
042 Hangar
043 Heavy Machinegun
044 Hedge Trimmer
045 Hockey Stick
046 Hunk of Meat
047 Katana
048 King Salmon
049 Knife
050 Laser Sword
051 Lawn Mower
052 Lead Pipe
053 Lipstick Prop
054 Machinegun
055 Mailbox
056 Mailbox Post
057 Mannequin Female
058 Mannequin Limb (Female Torso)

059 Mannequin Limb (Female Right Arm)
060 Mannequin Limb (Female Left Arm)
061 Mannequin Limb (Female Right Leg)
062 Mannequin Limb (Female Left Leg)
063 Mannequin Male
064 Mannequin Limb (Male Torso)
065 Mannequin Limb (Male Right Arm)
066 Mannequin Limb (Male Left Arm)
067 Mannequin Limb (Male Right Leg)
068 Mannequin Limb (Male Left Leg)
069 Real Mega Man Buster #1
070 Mega Man Buster #2
071 Molotov Cocktail
072 Nailgun
073 Nightsitck
074 Novelty Mask (Bear)
075 Novelty Mask (Horse)
076 Novelty Mask (Servbot)
077 Novelty Mask (Ghoul)
078 Oil Bucket
079 Parasol
080 Paint Can
081 Painting #1

082 Painting #2
083 Painting #3
084 Painting #4
085 Painting #5
086 Pet Food
087 Perfume Prop
088 Pick Ax
089 Plasma TV
090 Plywood Panel
091 Potted Plant #1
092 Potted Plant #2
093 Potted Plant #3
094 Potted Plant #4
095 Potted Plant #5
096 Potted Plant #6
097 Propane Tank #1
098 Propane Tank #2
099 Push Broom
100 Push Broom Handle
101 Pylon
102 Queen
103 Rat Saucer
104 Rat Stick

105 Rock
106 Sausage Rack
107 Saw Blade
108 Shampoo
109 Shelf
110 Shopping Cart
111 Shotgun
112 Shower Head
113 Shovel
114 Sickle
115 Sign #1
116 Sign #2
117 Skateboard
118 Skylight
119 Sledgehammer
120 Small Chainsaw
121 Smokestack
122 Sniper Rifle
123 Soccer Ball
124 Steel Rack
125 Stepladder
126 Store Display #1
127 Store Display #2

128 Store Display #3
129 Stool
130 Stuffed Bear
131 Stun Gun
132 Submachine Gun
133 Sword
134 Toolbox
135 Toy Cube
136 Toy Laser Sword
137 TV
138 Vase
139 Water Gun
140 Weapon Cart
141 Wine Cask

The Willamette Mall is known for its wide variety of goods and products. There's literally something for everyone here, from sporting goods and clothing, to electronics, hardware, jewelry and even a full-scale supermarket. Since most of Willamette's human population is now comprised of the walking dead, all these glorious items are completely available to you, free of charge.

and aid him in his quest for survival and, ultimately, the truth behind the incident.

FOOD ITEMS

Food items are what Frank ingests to restore his health. Different food items vary in their restorative effects; some restore one life bar of health while others multiple. In addition, food items' effects can be boosted by holding certain Books (see Books for more information). Food items are most commonly found in food related stores and areas, such as the Food Court and restaurants, but many times you can find them inside Cardboard Boxes. Frank can also cook certain food items, such as Meat and Pizza, to boost their restorative powers. However, if you let these items go bad over time, they can have the opposite effect.

001 Apple
002 Baguette
003 Cabbage
004 Cheese
005 Coffee Creamer
006 Cookies
007 Corn
008 Frozen Vegetables
009 Frozen Vegetables (Thawed)
010 Grapefruit
011 Ice Pops
012 Ice Pops (Melted)
013 Japanese Radish
014 Orange
015 Orange Juice
016 Lettuce
017 Melon
018 Meat (Raw)
019 Meat (Spoiled)
020 Milk #1
021 Milk #2
022 Pie
023 Pizza (Uncooked)
024 Pizza (Golden Brown)
025 Pizza (Rotten)
026 Red Cabbage
027 Snack
028 Squash
029 Well Done Steak
030 Wine
031 Yogurt
032 Zucchini

JUICES

Frank can concoct his own Juice creations by mixing food items in the various Blenders found inside the food vendors in the mall. Experiment by throwing two items together to see what you can create!

001 Energizer: Restores 50% of Frank's health.
002 Nectar: Restores 25% of Frank's health.
003 Quick Step: Temporarily gives Frank super speed.
004 Randomizer: Restores 50% of Frank's health but temporarily makes him sick to his stomach.
005 Spitfire: Temporarily gives Frank greater strength.
006 Untouchable: Gives Frank temporary invincibility.
007 Zombait: Attracts zombies to Frank's location.

BOOK ITEMS

Most Books can be found in bookstores. The act of holding a Book is enough to activate its enhancing properties. Different books have different effects. Books with a PP+ symbol give Frank a boost in Prestige Points from photography or defeating zombies. Books with a SKILL+ symbol allow Frank to learn skateboarding and cycling skills, or skills that can make the escorting of Survivors easier. Books with a HEAL+ symbol boost the restorative power of food (multiple Books can be held in tandem to further increase the bonus percentage). Finally, Books with an ITEM+ symbol cover certain items specific to their contents, which experience an appreciable increase to their durability. Like the HEAL+ Books, holding multiple Books with the same effect can augment this effect. To see the effects of each Book, have Frank hold it in his hands and then press ⓧ.

001 *Camera 1*: Get a 25% bonus of PP resulting from photos.

002 *Camera 2*: Get a 100% bonus of PP resulting from photos.

003 *Cooking*: Gain the ability to create mixed juices whose effects last twice as long.

004 *Criminal Biology*: Hold onto edged weapons three times as long as usual.

005 *Brainwashing Tips*: Escorted Survivors no longer fear death and readily jump into danger.

006 *Cycling*: Gain the ability to perform a bicycle trick. Also, hold onto bicycles three times as long as usual.

007 *Engineering*: Hold onto construction related items three times as long as usual.

008 *Entertainment*: Hold onto entertainment related goods three times as long as usual.

009 *Health 1*: Food items' ability boosted by 50%.

010 *Health 2*: Food items' ability boosted by 50%.

011 *Hobby*: Hold onto toys three times as long as usual.

012 *Horror Novel 1*: Get a 25% boost to PP resulting from defeating zombies.

013 *Horror Novel 2*: Get a 25% boost to PP resulting from defeating zombies.

014 *Interior Design*: Hold onto interior design goods three times as long as usual.

015 *Japanese Conversation*: Learn to speak rudimentary Japanese.

016 *Lifestyle Magazine*: Hold onto furniture, fixtures and other daily living supplies three times as long as usual.

017 *Skateboarding*: Gain the ability to perform a Skateboard trick. Also, hold onto Skateboards three times as long as usual.

018 *Sports*: Hold onto sporting goods items three times as long as usual.

019 *Survival*: Food items' ability boosted by 100%.

020 *Travel*: Hold onto travel and shopping goods three times as long as usual.

021 *Wartime Photography*: Get a 25% bonus of PP resulting from photos.

022 *Weekly Photo Magazine*: Get a visual cue to indicate prime photo timing.

023 *World News*: Get a 25% boost to PP resulting from bonuses awarded via Survivor related activities.

024 *Wrestling*: Bare-handed attacks receive significant boost in power.

LEVELING UP

Every time Frank's PP Gauge fills up, his level increases by one and he becomes stronger. Different statistical categories, such as Attack, Speed, Life, Item Stock and Throw Distance can be enhanced. In addition, Frank can also learn new Skills. For more information on Frank's earned abilities, refer to the Skill chapter in this guide.

Here's a breakdown of the PP required to attain the next level and the cumulative amount of PP needed to reach the maximum level.

LEVELING UP

LEVEL	PP REQUIRED TO LEVEL UP	CUMULATIVE PP REQUIRED	LEVEL	PP REQUIRED TO LEVEL UP	CUMULATIVE PP REQUIRED
1	0	0	26	100,000	1,380,000
2	20,000	20,000	27	100,000	1,480,000
3	20,000	40,000	28	100,000	1,580,000
4	20,000	60,000	29	100,000	1,680 000
5	20,000	80,000	30	100,000	1,780,000
6	30,000	110,000	31	130,000	1,910,000
7	30,000	140,000	32	130,000	2,040,000
8	30,000	170,000	33	130,000	2,170,000
9	30,000	200,000	34	130,000	2,300,000
10	30,000	230,000	35	130,000	2,430,000
11	50,000	280,000	36	150,000	2,580,000
12	50,000	330,000	37	150,000	2,730,000
13	50,000	380,000	38	150,000	2,880,000
14	50,000	430,000	39	150,000	3,030 000
15	50,000	480,000	40	150,000	3,180,000
16	70,000	550,000	41	170,000	3,350,000
17	70,000	620,000	42	170,000	3,520,000
18	70,000	690,000	43	170,000	3,690,000
19	70,000	760,000	44	170,000	3,860,000
20	70,000	830,000	45	170,000	4,030,000
21	90,000	920,000	46	180,000	4,210,000
22	90,000	1,010,000	47	180,000	4,390,000
23	90,000	1,100,000	48	180,000	4,570,000
24	90,000	1,190,000	49	180,000	4,750,000
25	90,000	1,280,000	50	250,000	5,000,000

SURVIVORS

As Frank struggles to stay alive for 72 hours in a zombie-infested mall, he comes to find there are many, many others sharing his same plight. In order to help them out, earn some PP Points, learn more about the truth behind the bizarre outbreak, and be an all around general nice guy, he is going to have to locate and escort these hapless shoppers and mall workers back to safety. While it's not imperative to rescue one, two or all of the 50 possible Survivors, doing so can net Frank huge amounts of PP.

DAY 1

SURVIVOR	JOIN FRANK	SUCCESSFUL ESCORT	TOTAL
Jeff	5,000	10,000	15,000
Natalie	5,000	10,000	15,000
Bill	10,000	20,000	30,000
Burt	10,000	20,000	30,000
Aaron	10,000	20,000	30,000
Leah	10,000	20,000	30,000
Sophie	12,000	24,000	36,000
Greg	15,000	30,000	45,000
Yuu	15,000	30,000	45,000
Shinji	15,000	30,000	45,000
David	15,000	30,000	45,000

DAY 2

SURVIVOR	JOIN FRANK	SUCCESSFUL ESCORT	TOTAL
Tonya	15,000	30,000	45,000
Ross	15,000	30,000	45,000
Josh	15,000	30,000	45,000
Babara	15,000	30,000	45,000
Rich	15,000	30,000	45,000
Heather	15,000	30,000	45,000
Pamela	15,000	30,000	45,000
Gordon	15,000	30,000	45,000
Ronald	15,000	30,000	45,000
Jennifer	20,000	40,000	60,000
Kay	20,000	40,000	60,000

PRESTIGE POINTS

DAY 2 continued

SURVIVOR	JOIN FRANK	SUCCESSFUL ESCORT	TOTAL
Lilly	20,000	40,000	60,000
Kelly	20,000	40,000	60,000
Janet	20,000	40,000	60,000
Sally	20,000	40,000	60,000
Nick	20,000	40,000	60,000
Wayne	25,000	50,000	75,000
Jolie	25,000	50,000	75,000
Rachel	25,000	50,000	75,000
Floyd	25,000	50,000	75,000

DAY 3

SURVIVOR	JOIN FRANK	SUCCESSFUL ESCORT	TOTAL
Kindell	25,000	50,000	75,000
Ray	25,000	50,000	75,000
Nathan	25,000	50,000	75,000
Michelle	25,000	50,000	75,000
Beth	25,000	50,000	75,000
Cheryl	25,000	50,000	75,000
Gil	30,000	60,000	90,000
Brett	30,000	60,000	90,000
Jonathan	30,000	60,000	90,000
Alyssa	30,000	60,000	90,000
Paul	30,000	60,000	90,000
Mindy	25,000	50,000	75,000
Debbie	25,000	50,000	75,000
Leroy	25,000	50,000	75,000
Susan	25,000	50,000	75,000
Simone	25,000	50,000	75,000
Tad	30,000	60,000	90,000

Survivor PP Totals

Don't ignore the survivors. Saving them and escorting them to safety is a fantastic way to boost your Prestige Points and get a jump on leveling up. Seeing as how you require a total of 5,000,000 points for level 50, saving every survivor gives you just over 50% of that necessary mark.

Total for getting all Survivors to Join Frank – **952,000 PP**

Total for escorting all Survivors to the Security Room – **1,904,000 PP**

Total for saving all the survivors – **2,856,000 PP**

PSYCHOPATHS

It turns out the zombies aren't really the bad guys after all. It seems that under extreme duress and lack of authority, these uncivilized human beings hold that dubious honor. Paranoid, hateful, mean-spirited and misguided, this set of freaks pose much more of a threat to Frank than any of the shuffling, lumbering, flesh-eating monsters roaming the halls and walkways of the mall. Find and kill them to earn some serious Prestige Points.

DAY 1

PSYCHO	PP KILL BONUS
Carlito1	20,000
Cletus	20,000
Adam	20,000

DAY 2

PSYCHO	PP KILL BONUS
Carlito2	30,000
Steven	30,000
Cliff	30,000
Isabela	30,000
Jo	30,000
Roger	15,000
Jack	15,000
Thomas	15,000

DAY 3

PSYCHO	PP KILL BONUS
Sean	30,000
Paul	30,000
Kent	30,000
Carlito3	50,000
Larry	50,000

REQUEST MISSION BONUSES

In addition to the standard locate/escort Scoops, Otis calls on Frank to take care of a few Survivor requests. These Scoops happen only if you've saved the particular Survivor and brought them back to the Security Room.

Aversion Bonuses

MUTINY	PP BONUS
Ronald's Appetite	10,000
Kindell's Betrayal	10,000

Fulfillment Bonuses

REQUEST	PP BONUS
Simone the Gunslinger	10,000
Paul's Present	10,000
Cheryl's Request	10,000
Floyd the Sommelier	10,000

KILL AND DEFEAT BONUSES

The more zombies Frank kills, the more PP he earns. Kill tons of them to rack up crazy points and show off your zombie killing skills to your friends and family.

Zombie Kills

REQUIREMENT	PP BONUS
50 Zombies	500
1,000 Zombies	20,000

Extras

NPC	PP BONUS
Cult Member	500
Prisoner	3,000

Defeat Special Forces

UNIT	PP BONUS
Special Forces	5,000
Special Forces Drone	500
Military Helicopter	10,000

SPECIAL BONUSES

There's more to do at the mall than pillage the stores for weapons and food while killing zombies & psychopaths and rescuing Survivors. Performing a variety of special actions at certain locations can also earn Frank a bunch of PP. See if you can find them all!

Special Bonus Table

SPECIAL BONUS	PP BONUS	REPEATABLE?	PP TOTAL
Used Stove Bonus!	2,000	Yes (6x)	12,000
All Used Stove Bonus!	10,000	No	10,000
Range Cooked	2,000	Yes (7x)	14,000
All Range Cooked	10,000	No	10,000
Display Rack Spun	2,000	Yes (4x)	8 000
All Display Racks Spun	10,000	No	10,000
Food Court Dish Broken	1,000	Yes (18x)	18 000
All Food Court Dishes Broken	10,000	No	10 000
Punching Bag Destroyed	2,000	Yes (4x)	8,000
All Punching Bags Destroyed	10 000	No	10 000
Servebot Head Spun	10,000	No	10 000
Space Rider Completed	10,000	No	10 000
Treadmill Bonus!	2,000	Yes (5x)	
All Treadmill Bonus!	10,000	No	

PHOTO BONUSES

99 Photo Bonuses are cleverly hidden throughout the massive Willamette Mall. These are special objects, items, pictures and signs found just about everywhere and they net Frank a tidy sum of 1,000 Prestige Points each when perfectly photographed. (That's 99,000 total!) In order to find them, you must use the PP Sensor displayed at the bottom of the camera's

END OF GAME BONUSES

viewfinder to home in on the shot. When located, a small white PP Marker appears over the image inside the viewfinder and the percentage meter will grow from 0 to 100% as you correctly frame the shot. Once it's perfect, snap it for the points. The shots below display what you're looking for. However, it's up to you to find their locations in the mall. Say cheese!

As you may now be aware, there are multiple endings to *Dead Rising* (six in total). These depend on how well you do throughout the game. The better the ending, the more PP you earn. For spoilers on all six of the game's endings, turn to the *Extras and Unlocks* chapter in this guide.

Game Clear Bonus

ENDING ACHIEVED	PP BONUS
Ending F	5,000
Ending E	15,000
Ending D	15,000
Ending C	15,000
Ending B	50,000
Ending A	50,000

Zombie Kill Count Bonus

REQUIREMENT	PP BONUS
0 Kills in 72 Hour Mode	0
1 Kills in 72 Hour Mode	100
100 Kills in 72-Hour Mode	1 000
500 Kills in 72-Hour Mode	2,000
1,000 Kills in 72-Hour Mode	8,000
2,000 Kills in 72 Hour Mode	10,000
3,000 Kills in 72-Hour Mode	15,000
4,000 Kills in 72-Hour Mode	20,000
5,000 Kills in 72-Hour Mode	25,000
6,000 Kills in 72-Hour Mode	30,000
7,000 Kills in 72-Hour Mode	35,000
8,000 Kills in 72-Hour Mode	40 000
9,000 Kills in 72-Hour Mode	45,000
10,000 Kills in 72-Hour Mode	50,000

Survivors Saved Bonus

TOTAL SURVIVORS SAVED	PP BONUS
0	0
1	1,000
5	10,000
10	20,000
15	30,000
20	40,000
25	50,000
30	60,000
35	70,000
40	80,000
50	100,000

Total Photo Score Bonus

FINAL PHOTO SCORE	PP BONUS
0 PP	0
1 PP	100
1,000 PP	1,000
3,000 PP	3,000
5,000 PP	5,000
10,000 PP	8,000
20,000 PP	10,000
30,000 PP	15,000
40 000 PP	20,000
50,000 PP	25 000
60 000 PP	30,000
70,000 PP	35,000
80 000 PP	40,000
90 000 PP	45,000
100 000 PP	50,000

EXTRAS AND UNLOCKABLES

There's so much more to this incredible game than just what meets the eye. *Dead Rising* offers a ton of cool Extras and Unlockables that make playing it over and over even more fun than it should be.

SPOILERS FOLLOW

There are big spoilers in this section. Don't read it (especially the Endings section) unless you've already finished the game or don't care about discovering secrets without achieving them.

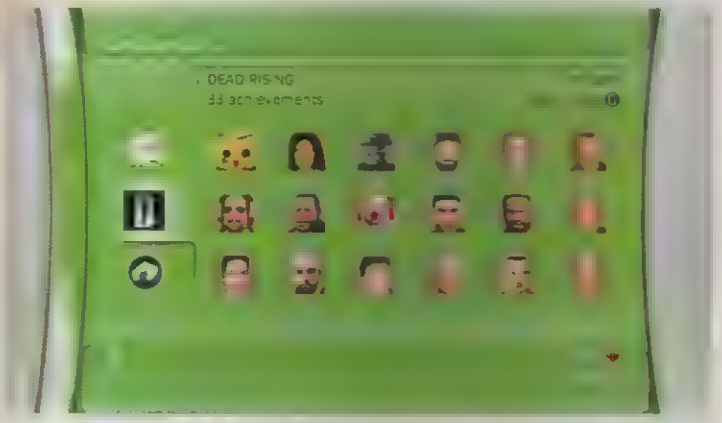
UNLOCKABLES

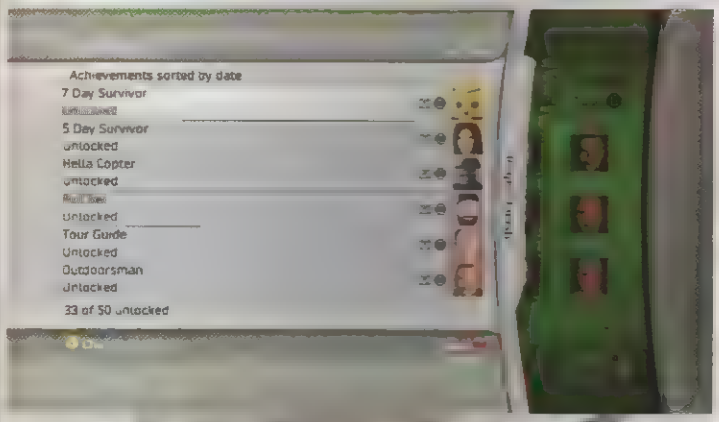
∞ Mode

If you've already beaten the game and received Ending A, then ∞ Mode (Infinity) is now available at the Title Screen. This mode challenges you to see how many days you can survive in the mall. In this mode, Frank's health meter slowly drains and there are limited food items. In addition, items are randomized, the psychopath bosses can appear throughout the mall, and defeated enemies carry hidden items. As a cool bonus, you can enter your longest survival time into the Ranking System via Xbox Live to see how you fare against others.

Achievements

Achievements are a set of 50 hidden goals that you can fulfill as you play the game. Every time you unlock an Achievement, you earn points toward your Xbox Live Gamerscore. Each Achievement earns you 20 points, and there is a total of 1,000 possible points. *Dead Rising*'s Achievements are broken down into two categories: 1 Play and Total. 1 Play Achievements are unlocked during a single play-through, meaning from the time you start a new game to the time you clear (or end) it. Total Achievements are made up of all play-throughs from the moment a new save file is created.



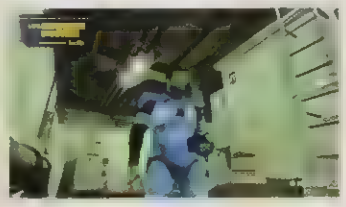


1 PLAY ACHIEVEMENTS	
ACHIEVEMENT	REQUIREMENT
3-Day Survivor	Survive for at least 3 days
5-Day Survivor	Survive for at least 5 days
7-Day Survivor	Survive for at least 7 days
Bullet Point	Fire at least 1,000 bullets
Carjacker	Steal the convict's vehicle
Census Taker	Photograph at least 50 Survivors
Costume Party	Place Novelty Masks on at least 10 zombies
Frank the Pimp	Simultaneously escort 8 female survivors
Freefall	Drop from a height of at least 16 feet (5 meters)
Gourmet	Eat all types of food available in the mall
Group Photo	Get 50 Target Markers with the camera
Hella Copter	Successfully repel a Helicopter
Humanist	Get at least 10 Survivors out of the mall
Indoorsman	Spend at least 24 hours indoors
∞ (Infinity) Mode	Get the true ending
Legendary Soldier	Defeat at least 10 Special Forces soldiers
Life Saver	Get at least 20 Survivors out of the mall
Outdoorsman	Spend at least 24 hours outdoors
Overtime Mode	Unveil all CASES and be at the Heliport at noon
Peace Keeper	Defeat at least 5 psychopaths
Perfect Gunner	Don't miss with a Machinegun
Photojournalist	Score at least 1,500 PP from a single photo
Portraiture	Photograph at least 10 Survivors
PP Collector	Photograph all PP Stickers (Markers)
Psycho Collector	Photograph at least 10 psychopaths
Psycho Photo	Photograph at least 4 psychopaths
Punisher	Defeat at least 10 Psychopaths
Raining Zombies	Knock at least 30 zombies aside with a Parasol
Saint	Get at least 50 Survivors out of the mall
Self Defense	Defeat at least 1 psychopath
Snuff Shot	Successfully photograph zombie Jessie
Snuff Shot B	Successfully photograph zombie Brad
Strike!	Send at least 10 zombies flying with Bowling Balls
Stunt Driver	Jump a car at least 33 feet (10 meters)
Stunt Rider	Jump a motorcycle at least 33 feet (10 meters)
The Artiste	Score at least 3,000 PP from a single photo
Tour Guide	Escort 8 Survivors at once
Transmissionary	Answer all calls from Otis
Unbreakable	Get the true ending without being knocked out
Zombie Road	Walk over 33 feet (10 meters) on the backs of zombies using the Zombie Ride Skill

TOTAL PLAY ACHIEVEMENTS	
ACHIEVEMENT	REQUIREMENT
Clothes Horse	Change into all costumes available in the mall
Full Set	Collect all portraits in the Notebook
Item Smasher	Break at least 100 items
Karate Champ	Defeat at least 1,000 zombies bare-handed
Level Max	Reach Lv 50
Marathon Runner	Cover a distance of 262 miles (42,195 km)
Sharp Dresser	Change into at least 20 different costumes
Zombie Genocider	Defeat at least 53,594 zombies
Zombie Hunter	Defeat at least 1,000 zombies
Zombie Killer	Defeat at least 10,000 zombies

Achievements with Unlockables

A handful of the Achievements above have Unlockable content that becomes available once they've been activated. These rewards, which include special costumes and items, can be found inside Shopping Bags behind the air duct in the Security Room.



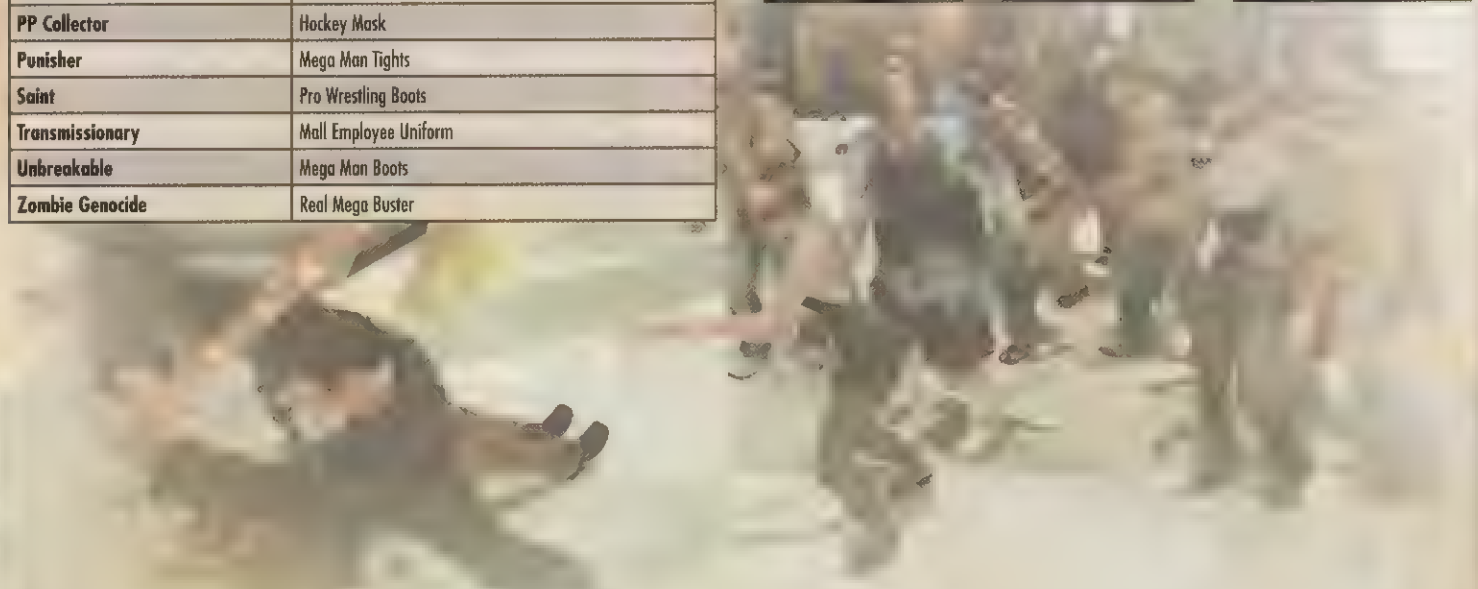
UNLOCKABLES	
ACHIEVEMENT	REWARD
5-Day Survivor	Laser Sword
7-Day Survivor	Arthur's Boxers
Carjacker	Prisoner Garb
Census Taker	White Hat
Helio Copter	Special Forces Uniform
Item Smasher	Pro Wrestling Boots
Karate Champ	Pro Wrestling Briefs
Legendary Soldier	Special Forces Boots
Perfect Gunner	Ammo Belt
PP Collector	Hockey Mask
Punisher	Mega Man Tights
Saint	Pro Wrestling Boots
Transmissionary	Mall Employee Uniform
Unbreakable	Mega Man Boots
Zombie Genocide	Real Mega Buster

Endings

Depending on how well you do in the game, you can achieve a total of six different endings. The best and true ending is Ending A, although some of the other endings are similar with slight variations depending on how many Survivors are rescued. Here is the basic breakdown of each and what parameters required to achieve them.

Ending F

Fail to collect all of Carlito's bombs during CASE 7-2, "Bomb Collector." In this ending, the bombs explode and send parasitic organisms throughout the stratosphere.



Ending E

Frank is not at the Heliport by 12:00PM on the 22nd, and has not solved all the CASES. In this ending, Jessie, Otis and a number of Survivors make it out alive, although Frank doesn't. The Survivors recount his heroics although his whereabouts are never known. The number of Survivors seen in the helicopter varies depending on how many have been rescued.

Ending D

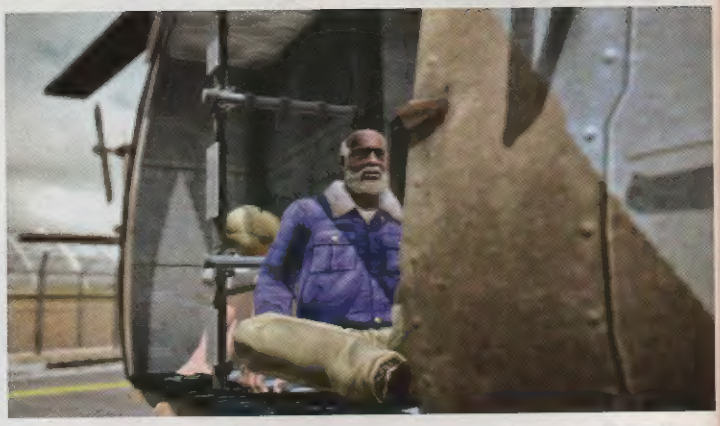
Frank is a prisoner of the Special Forces when 12:00PM on the 22nd occurs. In this ending, Frank is killed by the Special Forces. The military clean up the incident and the true story is never revealed.

Ending C

Frank is not at the Heliport at 12:00PM on the 22nd and has solved all of the CASES. In this ending, Brad the helicopter pilot scans the Heliport for Frank but doesn't see him. As he turns around he is confronted and attacked by a zombie. Willamette is quarantined and the true nature of the incident is never revealed.

Ending B

Solve some CASES and rescue a specific number of Survivors. In this ending, Frank, Jessie, Brad, Dr. Barnaby and a group of Survivors escape via helicopter. The truth is never revealed and the USA is overrun by zombies. The number of Survivors seen in the helicopter varies depending on how many have been rescued.



Ending A

Solve All CASES and reveal the truth behind the incident and make it to the Heliport by 12:00PM on the 22nd. In this ending, the helicopter pilot crashes, yet Frank and Isabela find a cave and escape after defeating Brock, the leader of the military clean up.

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